THE U.N.I.T. SPECIAL

DDW RPG

DIARY OF THE DOCTOR WHO ROLE-PLAYING GAMES

The fanzine devoted to Doctor Who Gaming

ISSUE # 10

"DELTA ALPHA LIMA ECHO KILO SIERRA" ADVENTURE MODULE
"THE CRYSTALLINE INCIDENT " ADVENTURE MODULE
"OPERATION: SIREN" ADVENTURE MODULE - "OPERATION: IVY" ADVENTURE MODULE
U.N.I.T. CAMPAIGNS - MILITARY CHARACTERS - ACTION SEQUENCES IN RPGS

and MORE...

UNIT

TOP SECRET

EDITOR'S NOTES

Welcome to the UNIT issue! Fortunately for us, the United Nations has had the ware withal to create an organization called UNIT (the Unified Intelligence Taskforce—originally called the United Nations Intelligence Taskforce) to help us investigate the strange and unexplained and to protect the Earth from extraterrestrial threats. Well, if it really worked the way it was supposed to, that's what the UN would do…

UNIT is one of the mainstays of *Doctor Who* and a UNIT campaign is also a great alternate style of campaign for any of the *Doctor Who* Role-Playing Games. For those looking for a more action oriented game, UNIT might be the place to start!

This issue gives you a lot of great information that can be used for UNIT adventures or any adventure that involves the military. Hopefully players and Game Masters alike will find something of value in this issue.

We also want to welcome aboard a few new contributors to our staff. A thanks to Neil Riebe and John "The Inspector" Ridley who have joined our team and given us some great material to include for you. We look forward to many more of their contributions.

We also look forward to hearing from you. Submissions, articles, ideas and comments are always welcome. E-mail them to seidler@msoe.edu

Cheers,

-Nick Seidler (1LT, US Army—and UNIT supporter)

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This issue of the fanzine is dedicated to all the veterans who have served the cause of freedom - especially those on our staff, our contributors, and those who have played in our DDWRPG campaign. Thanks, Zepo, Z1R0, Adge, Matt Hewett, EMW3, Kenn Hewett, Jerry, Sam Dryer, Eric Rockne, Jeff Weber, Kevin Klein, Gary Paul, Antigone, and Big K.

RETRO REVIEW: SGT. BENTON AND U.N.I.T. TROOPERS MINIS

of

METAL MINIATURES (1985)
Released by FASA (produced by RAFM)
ORIGINAL PRICE $4.50 / COLLECTABLE PRICE $30 (£15)

When FASA released their lead miniatures for the *Doctor Who* Role-Playing Game in 1985, there were two UNIT soldier sets, one with the Brigadier and the second with Sergeant Benton. The second set is what we are taking a look at here. As with the other FASA sets released in the USA, this set came in a box that looked like a TARDIS and contained three miniatures. The set had product number #9506 and was labeled "Sgt. Benton and U.N.I.T. Troopers".

Inside, one got three metal miniatures. The figure displayed in the box's left window was a unit soldier with his rifle at his shoulder ready to shoot in the standing position. The second figure was Sergeant Benton, who is armed with a pistol in his left hand (though Benton in the series was right handed). Benton wears a beret and the figure is also detailed with a shoulder cord that hangs around his left soldier (though he wore it on his right). The third figure is another UNIT trooper this time carrying his rifle on his hip and moving forward.

The figures are fairly well detailed, but the UNIT soldiers are not wearing headgear as soldiers would be required, and their guns are not particularly well detailed. SGT Benton is better, but with his gun and shoulder cord reversed the figure is not accurate enough for our taste. Overall the miniatures are not bad for a figure set, but also not accurate enough to be Benton and UNIT to be worth the buy when other military figs could do the job.

3 out of 5 TARDISes.

UNIT SOLDIER #1 **SERGEANT BENTON** **UNIT SOLDIER #2**

DOCTOR WHO MICRO UNIVERSE GAME CORRECTION

In Issue #7, we reviewed the *Doctor Who Micro Universe Game*, and gave the stats for all of the figures used in the game. At that time, the statistics for two of the figures came from online as we did not have them. We have since been able to verify the exact stats for the Madame De Pompadour figure, which was reported in Issue #8. And we are now also able to verify the numbers for the Captain Jack Harkness figure, completing confirmation of all stats for the game.

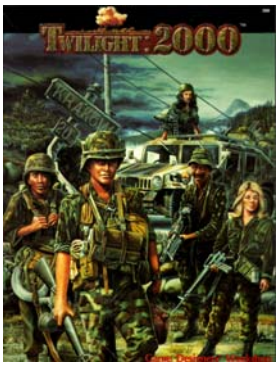
FIGURE	RARITY		TEMPORAL	LOGIC	FEAR	PHYSICAL
CAPTAIN JACK HARKNESS	Ship Exclusive		4	5	3	5

MILITARY AND ESPIONAGE RPG RESOURCES

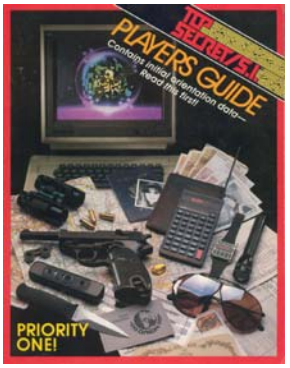
JAMES BOND 007
Role Playing In Her Majesty's Secret Service
The Complete BASIC GAME
Including an Introductory Adventure
VICTORY GAMES, INC.

As we are covering UNIT in this issue of DDWRPG, we also wanted to point out other great games or RPG supplements about the modern military or espionage. Here are some of the best resources.

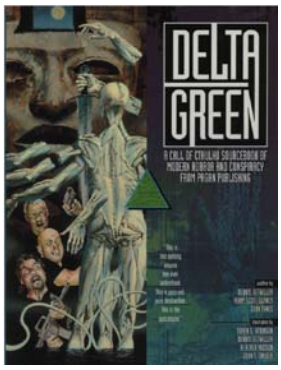
← **TOP SECRET** (1980) - The first modern espionage and military game on the market, and also one of the best RPG systems ever. The game's modules are great to adapt as UNIT missions with the introduction of aliens. It concentrates on espionage but is still a useful military reference.



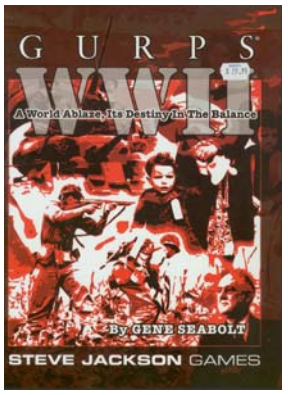
→ **JAMES BOND 007** (1983) - An espionage game based on the adventures of perhaps the world's best known fictional spy. The game was not as strong as we hoped at the time, but still worth including here.



← **TWILIGHT: 2000** (1984) - One of the grittiest and realistic military RPGS. The game gave stats and info on all modern military equipment but set the game's action for the aftermath of World War III in Europe. Some nukes were used, the war is over, civilization is crumbling, and all the characters want to do is get home. A classic military RPG.

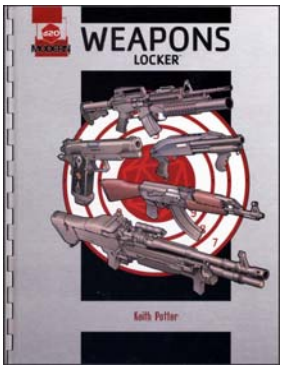


→ **TOP SECRET / S.I.** (1985) - The second edition of TSR's espionage game revamped the title (the original *Top Secret* is still the best). But one addition was including game play and adventures for military teams.



← **CALL OF CTHUHLU—DELTA GREEN** (1996) - A team of government operatives collected together to investigate oddities and defend the Earth from the Great Ones and their spawn. If this is not a UNIT (or Torchwood) ready supplement, we are not sure what is.

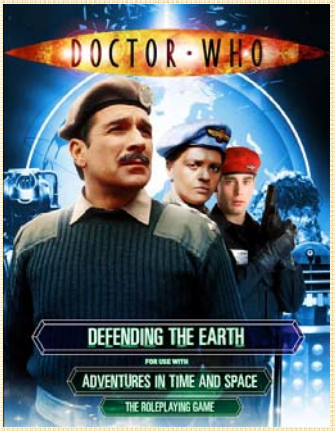
→ **GURPS (3rd Edition) - WWII** (2001)- GURPS attention to detail is focused on the militaries of World War II. More historical than modern but a great resource on general military knowledge too!



← **D20 MODERN - WEAPONS LOCKER** (2004) - Wizard of the Coast's D20 Modern system is pretty flexible and this supplement on modern weapons gives a good overview of what might be found in a UNIT arsenal. More related to the gear, but still a worthwhile resource for GMs.

→ **CONSPIRACY X - Second Edition (Unisystem Edition)** (2006) - Teams investigate conspiracies and alien encounters in the style of *X-Files* (or do we mean the *X-File*'s predecessor UNIT?). A rather helpful game that gives a lot of ideas for a UNIT (or Torchwood) campaign.

COMING SOON TO HELP DEFEND THE EARTH...



Originally announced for April 2010, and most recently reannounced for release on Cubicle 7's website in Summer 2011, is the new supplement "Defending the Earth" for the *Doctor Who—Adventures in Time and Space* RPG. We had hoped that it would be released in time for our UNIT issue, but it has not yet materialized on our doorstep. The product is said to span UNIT in all of its eras, and the cover in fact features a photo that has UNIT personnel from all three eras of the organization. Especially interesting to us is that the cover also features monsters from the original series, such as a Yeti, and we are looking forward to getting the DWAiTS stats for the other UNIT-era monsters and villains, perhaps even the Master...

UNIT ADVENTURES

In the *Doctor Who* series, the United Nations Intelligence Taskforce (aka. the Unified intelligence Taskforce) was formed to help defend the planet Earth against alien threats. The series moved to Earth-based stories as its primary location in 1970 as a measure to help save costs as the show entered the era of colour television. In turn UNIT became the perfect foil for the Doctor — a group of humans tasked to protecting the people of Earth. The group was a multi-national military unit, but included educated personnel such as investigators, physicists and other scientific advisors. They were the in-the-know group of humans that could interact with the Doctor and also had the general (United Nations) backing of the people of Earth as a whole. The UNIT concept served the idea that there were a select few humans "in the know" about aliens and that worked to protect us from their threats (long before producer Russell T. Davies would co-opt the concept by taking the general idea and changing the name of the organization to Torchwood and creating his "own" series).

In a standard companions-travelling-with-a-Time-Lord campaign which most *Doctor Who* role-playing campaigns feature, UNIT serves as the muscle or support to help the Time Lord confront the threats that would face the planet Earth. UNIT creates an opportunity to heighten the drama by cranking up the level of the threat, and also giving the GM a chance to introduce some NPCs that can fall victim to the aliens (think of some of the nameless UNIT soldiers as the equivalent of *Star Trek* red shirt security personnel). UNIT also provides comedic moments as the Time Lord can insult the linear military mind or lack of outside-the-box thinking. And most of all, UNIT provides a humanistic touch between a party's Time Lord and the people of Earth. All of their disagreements and bickering aside, the Doctor's relationship with Brigadier Lethbridge-Stewart is one of respect and genuine friendship and caring. UNIT provides the framework to introduce the survivalist side of human nature. The side that is willing to fight to survive and to protect their loved ones. As UNIT proves so often, they do not do so without investigation and scientific consideration. UNIT can present the best, and occasionally worst, of humanity.

Including UNIT in a standard *Doctor Who* campaign is usually a very nostalgic moment for most players, filled with expectation and excitement. The players almost always expect the module to have a bigger scope and feature a bit more action than usual. For players who want to play military-type characters it is the perfect opportunity to introduce a three-dimensional soldier or scientist-type character. UNIT adventures add to campaigns.

U.N.I.T. CAMPAIGNS

There are many ways to run a campaign in the *Doctor Who* Role-Playing Game. One of the more popular campaigns that players sometimes choose is the UNIT Campaign where the characters are members of the United Nations Intelligence Taskforce (also called the Unified Intelligence Taskforce, depending on the era) protecting the Earth from alien invasion. UNIT, of course, is the military organization that is connected to the United Nations that investigates the strange and unexplained and helps protect the planet Earth from extraterrestrial threats. A UNIT campaign usually has certain features, which we hope to cover in this article, and give Game Masters and players some ideas and hints to make the campaign interesting and fun.

UNIT BASE OF OPERATIONS

Unlike standard campaigns, UNIT campaigns are usually exclusively based on Earth. This means that the characters have their own headquarters of base of operations from where they operate. In some UNIT stories, we see that UNIT has a single British headquarters building. This is the standard as most military units operate from a base. As UNIT operates internationally and has members from many countries, this base can be located wherever one wishes, such as the UK or the USA. It can be in any country as in "Journey's End" we know there are UNIT bases in Germany, Liberia, Argentina, and China as well. So setting your group's home base wherever the Campaign Master might want should not be a problem. Even an Antarctic base can be fun (and a great setup for adventures such as those based on the film *The Thing*).

Whatever the base it should have a selection of facilities (armory, equipment stores, laboratories, communications gear, and so on). It should be staffed by a broad spectrum of personnel from soldiers to scientists, to occupational specialists. It is even quite possible that friendly aliens are at work in the UNIT base (such as when we see the Groske helping them in the *Sarah Jane Adventures* story "The Death of the Doctor"). The base serves as the team's "TARDIS" in that it is where they live, keep their personal belongings, and also work.

Of course, UNIT can also have a mobile base of sorts, as demonstrated in the story "The Invasion", where the Brigadier's base was inside a C-130 military cargo plane being used as a mobile command post. This allows the team to fly around the planet, and have crucial gear on hand in a sort of early-response team. The mobile command post becomes that UNIT team's TARDIS-like transport with their equipment, personnel, and base all in one.

Traditionally in the show, UNIT's main headquarters is said to be in Geneva, Switzerland, so some adventures should feature UNIT personnel being sent there or travelling there for training or conferences. Also, as an international organization, UNIT is deployed throughout the globe, and sent on missions anywhere in the world. This allows the UNIT team to interact with various cultures and people on Earth. These cultural differences and attitudes can be highlight to stress the diversity of thought and ideology on our own planet and

also to highlight the similarities that we all have as members of the same human race.

UNIT seems to have some autonomy in their action, but they often have a liaison from the host government where they are staying. They seem to need permission from the host government to act, especially when using force, or many other dangerous situations. This is a great opportunity for characters to use Convince or Negotiation/ Diplomacy to talk the government into letting them act. The situations in UNIT adventures are not limited to simply military engagement but also that of diplomacy and scientific investigation. Likewise, UNIT may have to work with the representatives of other species as well. Imagine a scenario in which UNIT has a Silurian attaché as part of the team, as the threat may also be a danger to the other races of the planet. And depending on how radical one wants the campaign to e, an intelligent dolphin, lion, or even moth could be part of the team after discovering that some species on our planet are intelligent and have ways to communicate as well.

ORGANIZATIONAL STRUCTURE

As a military organization, players who belong to UNIT are not given a blank check to do whatever they want. As with all bureaucratic organizations, there is a specific chain of command and a specific way that decisions are made. This is important to factor in as a player characters, and important for Game Masters to address within the adventures played as well.

UNIT is an organization that is organized by the United Nations. Soldiers seem to be volunteered by their country's own military for service within the UNIT mission. Most often soldiers seem to serve under the command of an officer from their own country, and likewise most UNIT personnel seem to operate within their own country as well, though there are a number of instances where units or personnel from other countries are assisting a country's native UNIT troops. As mentioned earlier, UNIT's main headquarters is in Geneva, Switzerland, but Geneva often takes its orders from UN Headquarters in New York. This also means that nationals of other countries that are part of the United Nations interact with UNIT and may sometimes be involved in UNIT's command and control structure. It is possible that the secretary general of the UN or other representatives are called on to give UNIT its specific orders or to coordinate between different countries and the UNIT team.

Because the members of UNIT are still members of their own country's armed forces, higher ranking personnel, unfamiliar with UNITs specialized training and knowledge, will "pull rank" and try to override the orders that UNIT is operating under (especially if they disagree with the order, or have concerns over their own country's autonomy in relation to the UN). This is a classic complication in the original UNIT stories, as Ministers of Parliament or other officers interfere with UNIT's mission.

UNIT itself seems to have different organizational units (listening posts, response teams, flight crews, science teams, and so on). Personnel are pulled from the various service components as

UNIT STORY DATING

While there has for many years been a controversy over when the early UNIT stories are to have taken place, the fact is that the UNIT adventures were intended to be contemporary (so that the production team could have stories set on Earth and save money by using their everyday surroundings). We recommend that GMs approach these adventures as having generally occurred in the years that they were broadcast (with UNIT formed around 1969 when UNIT is first introduced in the story "The Invasion").

Much of the UNIT dating controversy stems from only a few episodes. The "Web of Fear" is said by Professor Travers to have taken place 40 years after the events of "The Abominable Snowmen" which was set in 1935. This would make Colonel Lethbridge-Stewart's first encounter with the Doctor in 1975. In "The Invasion" the promoted Brigadier Lethbridge-Stewart, now part of the newly formed UNIT, says it has been 4 years since the events of "The Web of Fear" and that would put the year as 1979. However, the dates of the stories are not key to their plots, and it is quite possible that Professor Travers exaggerated the 40 year mark.

Sarah Jane Smith later joins the Doctor in the UNIT adventure "The Time Warrior" which is undated but meant to be contemporary, and in the later adventure "The Pyramids of Mars" Sarah says she is from 1980 (though the story was broadcast in 1975). Of course, we do not know exactly how long Sarah has been travelling with the Doctor, so it is quite possible she is accounting for the years she has spent with the Doctor.

In the story "Mawdryn Undead" the Doctor meets the recently retired Brigadier who in 1977 has just begun to teach mathematics at a British public school. With the date being so specific it is doubtful that the date of the story can in any way be different. Thus "Mawdryn Undead"s specific date of the Queen's...

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...1977 jubilee places the Brig's retirement after he ever joined UNIT if one is to believe those that argue that UNIT adventures happen in the future. As this does not make sense, and the Brigadier clearly remembers his UNIT work in the story, it seems the UNIT adventures were meant to have happened at an earlier time.

Thus in an effort to find retroactive continuity to the UNIT dating issue, it seems best to place the UNIT stories as being contemporary to the year the stories were broadcast. This best explains why people are wearing hairstyles and fashions of the era, and the technology UNIT uses is appropriate for the time. Placing the UNIT stories in an era other than their general broadcast date creates more discontinuity than it fixes, so we recommend keeping the UNIT stories fixed in the era that they were broadcast, and then everything except a few lines of dialogue properly fit into their time.

well, with UNIT military personnel coming from the army, navy, air force, marines, coast guard, merchant marine, as well as special operations forces. The military chain of command seems to be in place here, and a headquarters unit would most likely command these other units overall.

RELATIONSHIP WITH OTHER ORGANIZATIONS

UNIT seems to have a great deal of autonomy in their actions, but as described earlier they are still caught in a web of authority between existing governments. But when dealing with other organizations such as another country's military, another government, or even Torchwood, UNIT seems to have a fair amount of authority, being backed by the United Nations.

Torchwood for example started as an organization with only an agenda to support the mission of the British government. After the incident at Canary Wharf, and with Captain Jack Harness transforming the organization, Torchwood would eventually work with UNIT, to the point where UNIT doctor Martha Jones was actually assigned to work with the Torchwood team for a while. Likewise, UNIT sends agents to liaise with different organizations and to assist in other-worldly investigations.

UNIT has also been seen putting their own agents and soldiers undercover as civilians to protect their identities and collect intelligence without alarming others nearby. This seems to imply that UNIT has permissions from the host governments in these areas to operate in such a clandestine manner. It also allows UNIT to protect people without others knowledge of their presence. UNIT personnel seem to have UNIT identification cards that can be presented to agents of other authorities and acknowledge that the person is a member of UNIT. In most cases, other governments and organizations seem to defer to UNIT's authority when it comes to dealing with extraterrestrial incidents and securing the planet for the greater good.

RULES OF ENGAGEMENT

As soldiers with an organizational structure, UNIT teams have the responsibility to follow orders including rules of engagement when in certain situations or encountering extraterrestrials. The military is very specific about when force can be used and how certain situations are dealt with, and just because they deal with the strange or unexplained, UNIT will be no exception to this.

Soldiers must follow the orders of their superiors , even if they disagree with the order, or there are consequences for disobeying the order (such as a courts martial or charge of treason). The exception to this is if an illegal order is given (such as to kill unarmed civilians, or another morally questionable order). Officers and soldiers are actually trained to ensure that they understand the rules of warfare and follow proper rules of conduct.

Likewise soldiers are trained in what to do in specific situations. Teams often have an "SOP" or Standard Operating Procedure for many situations, such as: 'when having first contact with an alien UNIT soldiers may not shoot until first attacked'. UNIT would have

many SOPs set for their particular unusual situations. Before each mission a soldier goes on, their officer will give them an "Op Oder" or Operations Order. This is a briefing that explains the situation, the mission, the support that they have, the plan of action, and any special operating instructions for the given mission. A new Operations Order can be given at any time if a situation changes. The point is that soldiers do not just act on their own or just do what they think, but that most often they have a set of instructions that they follow. Obviously in an organization such as UNIT, there will most likely be many unexpected or unplanned situations that will require the character to act on their best judgment.

The dilemma of making the right decision when there is no one from "higher" to ask is a classic military theme and dilemma which can often make heroes or villains of the people that tried their best to do what they could. Moral and ethical dilemmas are at the heart of using force. Is it appropriate to shoot a fleeing alien who does not want to get shot? But what if they are the last of their species? What if their species wants to germinate and the result will be the death of all of mankind? This is the sort of situation that UNIT soldiers may find themselves in. And sometimes the decisions that a soldier must make for the good of mankind may not be the solution that the Doctor, or another Time Lord, was hoping that the character might make.

Also, soldiers often require permissions for certain actions. A soldier must ask for permission to leave their unit for an extended period of time, otherwise they will be reported Absent Without Leave (AWOL) and again risk a courts martial. Thus UNIT players who are leaving with the Doctor to travel in the TARDIS really need to get permission before they can do so (unless the Doctor returns them through time before anyone knows that they've been gone).

UNIFORMS

UNIT soldiers, just as regular soldiers, have a number of different styles of dress. Early UNIT soldiers generally had dress, casual and work (fatigue) uniforms. Dress uniforms (Class A) seemed to reflect the military uniforms of the nation from which the soldier hails. This also seems the case with casual uniforms (Class B) that consists of no coat, just shirts and ties for example). UNIT combat fatigues from this era are olive drab green or tan, with soldiers wearing olive green berets with the distinctive UNIT circle logo. Officers seems to retain their officer caps in some situations.

In the mid-UNIT era, work uniforms consisted of camouflage battle dress uniform style fatigues in the style adapted by the home country's military. The distinctive light blue berets worn by the United Nations peacekeeping troops are worn by UNIT, with a new UNIT logo that included wings completing the kit.

The modern UNIT soldiers (from 2005 on) seem to be only identifiable as members of a country's armed forces when in their dress uniforms. Then the uniform of the home country is worn along with the distinctive revised UNIT winged logo (whose globe is occasionally altered for which part of the planet the soldier is from) also worn on the uniform, along with the UNIT ID Badge. However, the battle dress uniform (fatigues) of most UNIT soldiers now is standardized so that a soldier's country of origin is not as recognizable. All UNIT soldiers seem to wear black fatigues, with a red

beret adorned with the winged UNIT logo. Officers still sometimes wear their dress uniforms in the field.

UNIT soldiers are also kitted out with special gear, uniforms and equipment as needed. Protective gas masks, spelunking helmets, diving gear, protective fire suits, and more are worn by UNIT's soldiers when appropriate. Likewise, as mentioned earlier, UNIT has their personnel go undercover and blend in with the local populace when not wanting to attract attention. This also means that personnel sometimes go undercover as construction workers, road cleaners, custodial personnel, firemen, ambulance drivers, detectives and a variety of other occupations to accomplish the mission.

UNIT may also have special uniforms and equipment, such as high altitude low opening (HALO) parachutes with breathing gear, standard parachutes, mechanized combat suits, and other specialized equipment that can be worn (such as project Indigo—a personal transmat device). Overall, UNIT has a variety of uniforms and equipment that they have on hand to accomplish their mission.

TRANSPORTATION

To get to their various missions, UNIT has numerous means of transportation. In the series UNIT has had access to motorcycles, cars, jeeps, land rovers, trucks, ships, airplanes, helicopters, autogyros, hovercrafts, and even the Valiant (a flying airport base). UNIT has at their disposal almost all sorts of transportation be it air, land or sea. But other futuristic transport means can also be had by the team. In the *Doctor Who* series we see that UNIT took care of the Doctor's cars Bessie and the Whomobile. A UNIT team can also have access to alien technologies, such as an underground burrowing drill acquired from the Silurians, or a transmat system perhaps captured from the Daleks. With a transmat, the UNIT team could be instantly deployed, and also can create scenarios in which the extraction or placement of a team becomes a critical moment as a scientist needs to repair the transmit under pressure (like a *Star Trek* transporter). The same can be true for any mode of transportation.

Playing a UNIT mechanic, who services the transportation and equipment can be a very fulfilling player character. Versed in specialized technologies, certain characters may be the linchpin to ensure that certain transportation systems, such as the Valiant or a transmat system, remains operational. Akin to an engineer that is required to keep specialized equipment in order, a UNIT transportation specialist will have skills that the team may need.

CHARACTER DEVELOPMENT

In most *Doctor Who* RPG campaigns, characters do not work towards monetary or level rewards such as in games like *Dungeons & Dragons*. *Doctor Who* stresses the personal development of a character, rather than a measurable quantity. Rose's personal journey from a simple timid shop girl to a morally centered and strong-willed anti-Dalek crusader is an example of her own personal journey. But if you have a group who wants some acknowledgement of their accomplishments as players, a UNIT campaign might be a happy medium.

Because of the military structure of UNIT, characters have a chance

to advance in ranks. A player character may start as a private in UNIT, and after a few adventures get promoted to a corporal, later a sergeant, and perhaps later even an officer. It should be noted that in most modern militaries some advances in rank require a certain amount of time "in grade" before a person can be promoted. In a UNIT campaign this time can be determined either by elapsed in-game time, or (our preferred method) by the number of adventures a character has been on. Likewise, the personal conflict of being passed over for promotion can be interesting as a dynamic as well. Either the GM, who is over seeing the campaign can announce promotions, or a player character who is the ranking officer can announce the promotions. When a player character gives the promotions, it creates the atmosphere sometimes seen in military service, where others question the leader's real ability to evaluate the best personnel, and issues such as friendships or favoritism come into play. It really depends on the level of realism one wants to inject into the game.

Beside promotions, medals and ribbons can be awarded to the players. Medals can be for bravery and heroism, or simply effective contributions to the team. A soldier may get one for fighting a Dalek single handedly, whereas a scientist may get one for cracking the Daleks' encrypted radio transmissions. Besides individual awards, campaign ribbons can be given to those characters that survive a certain series of modules. Say there is a 4 module arc that deals with an encounter with the Sea Devils. After those 4 adventures, those characters may get a campaign ribbon for serving during the "Submariner campaign" for example. Creating exact ribbons for awards for the characters can be enjoyable as well. Real military ribbons have specific colors used to represent the specific campaign. The American Vietnam Service Medal, used the colors of the South Vietnamese flag for example, and the World War (One) Service Ribbon was a rainbow of colors to depict the broad range of countries that were involved in the "Great War". A UN Service Ribbon (which all UNIT personnel should get for being a part of UNIT) is colored powder blue and white, the colors of the United Nations. Game Masters may find that designing and awarding such medals is very gratifying, and many players enjoy role-playing the awards ceremonies, or even giving a speech about their actions. Some GMs even keep track of the medals and awards that each character are given that they would wear on their dress uniforms. For players interested in fashion or design, this is a fun way to bring those other interests into a game as well.

CAMPAIGN SCENARIOS

UNIT is often thought of as the first line of defense for the planet Earth against extraterrestrial attack. These attacks can come from many different places. The classic method of an alien invasion is from space, in stories such as "The Christmas Invasion" as the Sycorax attack the planet. But sometimes such nefarious extraterrestrial contact masquerades itself as a benevolent contact, as seen in the story "The Claws of Axos". It is UNIT that is called to the scene to investigate if the alien contact that is made is in fact friendly or dangerous to the people of our home world. Besides attack from space, there may also be terrestrial alien threats. Examples of these include the subterranean Silurians, and the underwater dwelling Sea Devils. Earth has its own share on intelligent non-human races, and ensuring that there is a fair balance to living together is one of the classic UNIT-

related *Doctor Who* plots. But threats can also come to Earth through unusual means. In the UNIT story "Battlefield" the threat to Earth came from "sideways in time" as invaders from another dimension brought their own conflict to Earth, and wanted to make it the place of their final battle. These types of threats to the planet are the main scenarios of most UNIT campaigns, but there can be a number of variations.

The first scenario is for the UNIT team to be called into a mission to go to another world. Occasionally in an Earth based UNIT campaign, a Time Lord associated with UNIT (the Doctor for example) might visit UNIT headquarters and ask for a team to assist him off-world. This is always an exciting encounter as player characters have their first visit to an alien environment. Of course, the UNIT team may have their own off-world transport as well, such as a captured spacecraft they have learned to use, or a interstellar transmat device. A whole campaign can be formed around this idea, and it is the general concept behind the very popular sci-fi film and TV series *Stargate*. A UNIT-style *Stargate SG-1* campaign is a great crossover idea and easy for most players to easily visualize. It gives the players a chance to investigate other worlds and keep the planet safe from threat too.

Other campaign scenarios including having the UNIT group be a SETI (Search for Extra-Terrestrial Intelligence) monitoring/S.O.S. station. UNIT can monitor the space lanes near Earth, and assist passing ships, as well as responding to alien visitors. Calling the Doctor or another Time Lord if off-world assistance in needed. UNIT could also respond to distresses by long-distance transmat as part of this scenario. Yet another scenario could be a campaign based on keeping tabs on extraterrestrials that are allowed to stay on Earth as refugees or as temporary visitors. This *Men In Black* style campaign, can be humorous like the film, or of a much more serious angle. UNIT acts as the Earth's universal police force.

Another campaign scenario can be based on the television show *Sliders*, in which a team of UNIT operatives "slide" to alternate Earths in different dimensions. Each adventure takes the UNIT team to a new Earth that is slightly different from the next, in which they need to deal with the changes and ensure that the changes do not spill over and affect our dimension. Another campaign variation is that of "Future UNIT", seeing the organization grow in the early space-faring days of the human race. Inspired by the UNIT spacecraft illustrated on the cover of the Pinnacle published version of the "Day of the Daleks" novelization. This sort of campaign is perfect if looking for a near-future *Aliens* film style vibe of campaign.

A favorite campaign variation of ours is 'The UNIT Files". Not to be thought of as an *X*-Files type story (though that can be a style of UNIT campaign in its own right), but rather that each adventure is told as a different mission or operation taken from the files of UNIT. This is fun as it allows characters to be played from numerous eras in the history of UNIT, and actually allows characters to see themselves at different ranks from adventure to adventure. Perhaps this is a bit of an advanced concept, but we have seen it work for some player groups with big success.

Whatever style of campaign is chosen for a UNIT team, getting the team to work together and bond is the key to creating the right vibe for the group. The UNIT concept is broad enough that all sorts of campaign variations can be introduced. But being sure to capture the military vibe and mindset needs to be universal constant in whatever style of campaign is

chosen. A UNIT campaign should stress teamwork, focus on investigation and combat, and the idea of protecting the people of Earth at all costs.

The are numerous different types of adventure modules that a UNIT team can be sent on in a campaign. A list of standard adventures that a Game Master can run is included next.

UNIT HUMAN INTERVENTION MISSIONS

Many of UNIT's missions deal with the day-to-day problems requiring an international military force on the planet Earth. It should be remembered that human beings are often the greatest threat to themselves and many UNIT adventures do not even need to include the fantastic or unexplained. This first set of adventure types listed here deals mainly with human threats (though alien involvement could also occur):

CATALOGING ENDANGERED SPECIES / ENVIRONMENTAL MISSIONS - *UNIT, as a scientific organization, may be called on to catalog or find endangered or rare species that are important to the survival of mankind. Man is often to blame for the disappearance for many species and trying to stave off environmental disaster or the extinction of a species is an excellent module seed. Overzealous industrialists or narrow-minded politicians can be the villains of this type of adventure. Having UNIT try to negotiate with drug dealers and their crop farmers to ensure that the breeding ground of a moth needed to help cure cancer survives can be a daunting module.*

DRUG INTERDICTION MISSIONS - *The danger of the drug trade itself is a classic international threat that faces mankind. From farming, to processing, to transportation to selling and financing, UNIT with their science expertise could be called out to stop this trade. This adventure can feature the UNIT team going undercover in the urban streets or infiltrating a drug crop in a remote jungle. Tracking a drug and its trail can make a fairly good story arc as well.*

HUMAN TRAFFICKING INTERDICTION MISSIONS - *The restriction of human freedom for nefarious purposes is something that UNIT must stand against. Whether it be in the trafficking of human beings for slavery, servitude or even the sex trade, UNIT must stop the abuse of people by others. This sort of plot might extend to the trafficking of organs, genetic materials (such as clone tissue) or other medical materials as well.*

INTERNATIONAL DISPUTE MISSIONS - *UNIT may be called on to investigate or settle an international dispute. With*

UNIT TEAMS

UNIT teams are made up of all sorts different personnel, which allows teams to be well balanced with different types of occupations and backgrounds. Here are some typical UNIT team members:

OFFICERS - A commander or leader of UNIT military troops and oversees operations management of all personnel. (ex. Brigadier Lethbridge-Stewart, Captain Yates, General Sanchez, Captain Magambo)

SOLDIERS - Personnel with military training. Like the fighters of a *D&D* party. (ex. Sergeant John Benton, Private Carl Harris, Private Stevens)

AGENTS - Personnel who go undercover in civilian clothes with specialty training such as in intelligence or law enforcement. (ex. Jo Grant, Captain Bill Filer)

SCIENTISTS - People adept at science, engineering, and other specialties are recruited to serve as part of UNIT's staff. (ex. Dr. Malcolm Taylor, Captain Marian Price, Sergeant Osgood)

MEDICAL SPECIALISTS - The medical personnel attached to UNIT, they may also have a science background. (ex. Surgeon-Lieutenant Harry Sullivan, Dr. Martha Jones)

ADVISORS - Specialists brought in to assist UNIT in special tasks and given UNIT clearance and sometimes rank (ex. Dr. Liz Shaw, The Doctor)

OTHER SPECIALISTS - Like all military units that are self sufficient, personnel can be of any occupation such as cooks, pilots, clerks, computer specialists, musicians, photographers, animal trainers, and so on.(ex. Corporal Bell, Flight Lieutenant Lavel, Groske)

A FULL UNIT TEAM HAS OFFICERS, SOLDIERS, AGENTS, SCIENTISTS, MEDICAL SPECIALISTS AND ADVISORS

the addition of a scientific team, UNIT may be able to properly date documents or other relics that might give evidence properly resolving the dispute. Social and political factors may also play a part in such a mission. UNIT has assets (including being able to contact a Time Lord) that may allow them a more accurate look at the history of such a dispute.

PEACEKEEPING MISSIONS - *Human beings often find themselves in wars and conflicts. In modern days, the United Nations requests soldiers from various countries to act as peacekeepers and maintain stability as former warzones or refugee areas are stabilized either during or after a conflict has arisen. This is one of the main responsibilities of a UN force, and surely UNIT teams would be called to assist and serve in these sorts of missions.*

SECURITY MISSIONS - *Protecting important items or resources are on of the things that UN troops often do. Protecting nuclear weapons that are being decommissioned (such as in "Battlefield") is an excellent example of a non-extraterrestrial mission that UNIT would be tasked to help with. Protecting important natural resources, scientific projects, or delegates at a peace conference are excellent examples of missions that UNIT would excel at.*

THEFT MISSIONS - *Human beings often steal from one another, whether it be artworks, cultural artifacts, or dangerous military secrets. UNIT might be called on to track down museum pieces stolen from a country's history museum and traded in the underground art world. UNIT might also be put on task if terrorists were to steal a nuclear warhead or other weapon of mass destruction.*

UNIT EXTRATERRESTRIAL MISSIONS

There are numerous missions that UNIT troops are especially adept at and in fact are the reason that the organization was formed in the first place — to deal with extraterrestrial threats or influences. Here are numerous missions that involve aliens that a UNIT team might be called for:

COMBAT MISSIONS - *UNIT is especially prepared to fight alien and extraterrestrial threats from other worlds. UNIT soldiers are trained to be cool under fire, and to expect the unexpected. They are briefed on the alien physiologies and the weaponry of non-human threats. Combat missions may find a UNIT team facing off against a hostile extraterrestrial threat. Sometimes it just comes down to being the right people prepared to save the world through the use of military force.*

COVER-UP MISSIONS - *UNIT has public affairs officers and others as part of the team that helps to ensure that an alien incident is explained in an effort*

to reduce the worry and stress on mankind. Perhaps a U.F.O. crashes, and a UNIT team is sent in to help the survivors and also create a cover story for the press to prevent panic or to protect the aliens that have found themselves guests on the planet.

EDUCATION MISSIONS - *UNIT might be called in to educate people. This education could be to train humans from avoiding an alien plague that has made its way to Earth, or perhaps to teach aliens how to properly survive or integrate with the people on Earth. It could be as simple as teaching life skills, or teaching school classes, or teaching advanced physics to those involved in reverse engineering alien technology.*

GUARD MISSIONS - *UNIT would be called in to guard certain threats to mankind. Examples might be guarding the Master while he is incarcerated in prison, or guarding any of the extraterrestrials that might be captured until they can be returned off world. Adventures might include escape attempts or even the infiltration of alien technology or drugs. Extraterrestrials can be a continuing threat and they would want to be imprisoned just as little as humans would.*

INVESTIGATIVE MISSIONS - *UNIT is often called in to investigate the strange and unexplained. Investigating strange occurrences such as suspected hauntings, strange lights in the sky, odd radio signals, and reports of supernatural and alien creatures are one of UNIT's main missions.*

INTELLIGENCE MISSIONS - *UNIT may be sent to learn some critical information. The team may need to infiltrate a government's facility (maybe they are holding some plans of alien technology that they captured), or learn some information that is currently only held by Torchwood. Likewise, being able to learn what an alien race is hiding on board their spaceship that they will not let anyone near is also this type of mission.*

MEDICAL MISSIONS - *UNIT has medical personnel who are the right people to be deployed for missions bringing medicine and supplies or medical expertise to humans or aliens that may need it. Likewise, these medical troops can be deployed to investigate medical issues of an unknown origin. Having a UNIT team investigate a plague that has its origins in a fallen meteorite might be an example mission.*

RECONNAISSANCE MISSIONS - *The "Recon" mission is similar to the Investigative Mission, but rather than trying to discover the origin of the unexplained, the team is looking for information about an area or an alien or ship that they know to exist but need to learn more information about it. Doing a mission to see what the Silurians caves are like after having detected new excavation would be an example of a recon mission. Likewise, off-world explorations, such as in a* Stargate SG-1 *style campaign would be dominated by these sorts of adventures.*

RESCUE MISSIONS - *A UNIT team being employed to save someone is a classic task. Perhaps it is rescuing a captured Sea Devil from a rogue government, or helping free some humans that have been taken on board a space-*

craft as food by a visiting alien race. Rescue missions can also include helping humans in an airplane crash or getting food supplies to friendly aliens stranded in the arctic. There are many possibilities here.

RESEARCH / TEST MISSIONS - *UNIT is one of the few branches of the military that directly employs scientists. A research or test mission features those scientists investigating new boundaries of science or testing new gear and inventions. Perhaps a new element has been discovered under the ocean that does not have expected properties or may be of extraterrestrial origin. Testing a new invention that relies on alien technology or that is a powerful military weapon might fall on the shoulders of UNIT. Or perhaps even a new communications device or fusion energy system would involve UNIT's science teams as well. If unknown science or investigation is at work UNIT will most likely be on the scene to protect the people of Earth and help with anything that might go wrong.*

SCIENCE TEAM SECURITY MISSIONS - *Groups of civilian scientists may be doing research but need a team to protect them (from non-alien or alien threat). Perhaps Jo Jones is travelling up the Amazon for research but needs someone to look over her team. Enter UNIT.*

SEARCH MISSIONS - *UNIT may be called on to find something that is lost and needs to be recovered. This could be an alien that has ejected from its spaceship for the ship crashed and may now be wandering or lost in a heavily populated urban area, or even in the desolate Andes mountains. The mission could also be to find the carrier of a deadly virus that is affecting people and quickly spreading. Stopping the danger by finding the carrier may be a priority mission.*

SECURE AREA MISSIONS - *UNIT may be called in to cordon off an area or space due to what may be happening there. Keeping people away from a time rift, such as might be seen in the series* Primeval *would be a good example of such a mission. Perhaps a viral outbreak is happening and people need to be kept away from the hot zone. But then UNIT teams always have to deal with the curious who try to break through such a blockade, whether it be innocent curiosity or someone else trying to get in to gain advantage in some way.*

SECURITY MISSIONS - *Much like a secure area mission, UNIT may be called to protect a person, place, thing or event. Providing security at the Olympic games may be an example, especially if aliens are interesting in harvesting the abilities of the world class athletes. It could be guarding an alien ambassador as they visit the planet to meet with a government, or ensuring that the work of a top ranked scientist and his experiments are*

able to go forward. One of UNIT's main responsibilities is to protect and secure the Earth, so this is one of the organization's primary missions.

SUPPLY MISSIONS - *Getting needed equipment, medicine or goods to those that need it is an important part of any military operation, and UNIT will be called on these missions as well. A supply mission could be as simple (but important) as getting some of the UNIT troops their food, rations and potable water. It could also be as complex as delivering a smallpox vaccine to the Silurians who have suddenly become infected with the disease with a ticking clock before some rogue elements think that a comparable Silurian virus is released on the human "apes". Science teams may need special parts or equipment, or the samples for tests need to be taken to a special lab. These sorts of supply missions are vital in many ways.*

TRANSLATION / COMMUNICATIONS MISSIONS - *The people of Earth do not have the wonders of a TARDIS telepathic translation circuit. Being able to communicate is one of the missions that UNIT would be called on to assist with. This communication can take place between UNIT teams, or even between important Earth entities that need to communicate (such as two sides trying to negotiate the end of a war). It could also include first contact with alien species and trying to understand their language. Translating either radio communications or mysterious alien petroglyphs on a cave wall may involve a UNIT communications team.*

One other type of mission, really is not a mission at all, but gives the basis for many unexpected and fun missions that UNIT teams often find themselves involved in...

LEAVE MISSIONS - *If this were a standard TARDIS crew this might be called the "vacation module". UNIT personnel get time off and have a chance to enjoy themselves. What does the team do on their spare time? When they get leave or passes, real soldiers sometimes spend that time together with their friends from work. They go to sporting events, try rock climbing, head to the beach, and even get together and role-play. Military personnel have families or go on dates. They spend time with their kids and help them with their homework, or teach them how to drive a car. Soldiers go on vacations and enjoy their hobbies. Taking the time to portray their life outside of work can be just and fun and interesting as the day-to-day military routine. Of course, just as when the Doctor decides to take his companions off for a calm vacation, things may not always go as planned. Off duty UNIT personnel may be the only people present when a plane gets hijacked, a strange occurrence happens, or someone is threatened and time is of the essence. If it is your job to protect the Earth, you never really go off-duty…*

Of course, all of these types of UNIT plots can be used in a standard *Doctor Who* RPG campaign as well, with the TARDIS crew arriving to assist UNIT in their particular mission.

THE WORK ENVIRONMENT

The adventures that UNIT teams find themselves a part of can take

place anywhere on the planet Earth. Making sure that you vary the setting is just as important in a UNIT campaign as varying the types of planets that a TARDIS lands on in a standard campaign.

Not all adventures should take place on a UNIT base, or in an urban city. The environments on our planet are broad and make sure to change this makes for exciting adventures. Set some of the adventures in woods or a forest, and then another in plains and fields. Do not forget terrain such as mountains, the tropics, rainforests, swamps, glaciers, canyons, oceans, valleys, caves, islands, the arctic, lakes, of any other environment that we have on our planet.

Adventures can also involve various types of cultures. The kinds of people that we have on our planet is just as diverse. We are not just talking about the range of skin color, in this case we are talking about the attitudes and cultural sensitivities that different civilizations have. Set some adventures in the Far East, and others in the Western hemisphere. The people of Central America have different traditions than those from South America. Australians have a different mindset from the people of Central Africa, and the holidays and traditions of Canadians are quite different from those of people living in the Middle East. Featuring the cultural diversity as a change of environment is an important part of a UNIT campaign, for it is UNIT's job to protect mankind from danger. This may even set up a few adventures in which the characters (or players) may be at odds with a certain culture or people's political or cultural thoughts and may create excellent games in which the players themselves are challenged to understand mankind better. The point is that not all humans think the same and behave in the same ways. Accepting the differences of mankind can be as much of a challenge as the threats that an alien race brings to the surface of our planet.

Game Masters should be sure to create a diverse campaign that features different geographical, physical and cultural elements to challenge the players.

NOT BLINDED BY SCIENCE

Contrary to what many unfamiliar with the military may think, scientists and highly educated people are very often employed (and trained) by the military. A UNIT team though seems to directly employ both military and civilian scientists as part of their field teams. Scientists such as Liz Shaw and the Doctor have been scientific advisors, and medical personnel such as Harry Sullivan and Martha Jones have worked for the organization in line units that actively encounter threats. These science team members are integrated directly with combat specialists and other UNIT personnel.

Scientists , engineers, and doctors are given front line responsibili-

UNIT LIVING DUNGEON SUPPLIES

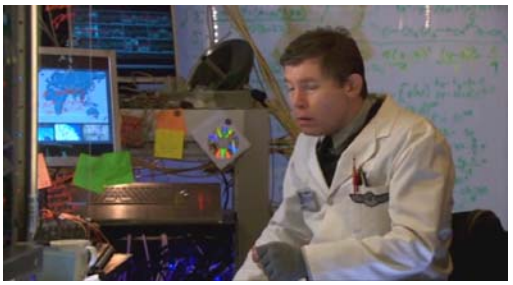
Getting supplies to have a UNIT character or team in a living dungeon is rather easy. Many people have access to old military uniforms, but if you need to get those one or two items that scream UNIT this is what we recommend for the living dungeon players:

BERET - This style of headgear just screams "military". The color does not matter, as long as its not a non-military color like pink or orange.

ARMY CAP - It is a requirement for soldiers to wear headgear everywhere but indoors (to protect themselves). Hats still stay on inside when on a combat mission. So green or camouflage military caps are perfect and cheap.

TOY GUN - Never use a real gun for a LARP! Toy guns are easy to find and buy, but only use realistic looking ones in a controlled environment. We suggest sticking with the brightly colored orange dart-gun type and do not use any toy guns in public. Remember, when around non-players, a rubber band on your finger can do the job more effectively.

UNIT LOGOS - Just print out some of the pages in this fanzine and then photocopy the logos onto large mailing label stickers. Now you have simple stick-on UNIT logos that you can give players for their hats or clothes.



ties in UNIT and hold ranks to correspond with their knowledge and experience. These specialists are recruited as necessary and often from different sources. It seems, in the *Sarah Jane Adventures* UNIT story "The Death of the Doctor" that even extraterrestrials are welcomed to work with UNIT as the Groske did. Of course, UNIT has been working with friendly extraterrestrials since they first encountered the Doctor!

Likewise, the presence of science teams means that UNIT has access to more scientific equipment and labs in the field as well. Science personnel may carry chemistry kits, field analysis kits, computers, and other specialized equipment so that data and scientific samples can be collected and tested by the team without having to return to base. Larger items of equipment, say microscopes and so forth might be carried in the mobile command post, or kept at UNIT bases as well. If course, some equipment, such as an electron microscope or particle accelerator may only be available at certain locations on planet Earth, requiring the UNIT team to get there quickly to get their information as well. Integrated field science teams really are one of the main items that separate a UNIT team from a regular military unit.

SPECIAL EQUIPMENT

Because of their international nature, and because of their mission of protecting the planet, UNIT sometimes has available to them special

equipment, weapons, and devices that may not be regularly employed, or even that may not be known about to the rest of the Earth population.

UNIT teams keep on hand a variety of ammunition for instance, high explosive rounds for Yeti, armor piercing rounds for Robots, even gold tipped bullets to defeat Cybermen, as well as having access to silver and Teflon coated bullets. UNIT has mobile laboratories in their command posts, and also advanced radios and communication equipment (able to contact the Doctor when he is off-world for example). UNIT soldiers have access to heavy weapons that many military UNITs would need special teams for such as bazookas, rocket launchers, anti-aircraft missiles, and other weaponry.

Also, advanced technology, created by humans and kept secret, or captured from extra terrestrials (reverse engineered, or perhaps just captured and used) may be part of UNIT's arsenal. A UNIT team may have access to laser guns, anti-gravity travel packs (jet packs that have limitless fuel) , transmat devices, remote observation drones, electro-magnetic pulse (EMP) grenades (that disable electronic devices), stunning weapons, and so on. This exotic weaponry seems to be rare because of its advanced or experimental nature, but UNIT is fortunate enough to have it as an option. Game Masters can introduce special weapons when appropriate for the team, and often there is only one prototype at hand.

SECRET ORGANIZATION

UNIT is a somewhat secret organization, and not too well known. When exercising their authority, they seem to need to identify themselves and who they are, though most other government entities defer to their authority. However, UNIT is not so secret that people are unaware of their existence. Clearly there are reporters, including Sarah Jane Smith, who know of the organization and try to find out information about its operations, but the exact mission and operational status of UNIT seems to be kept under tight wraps. Overall it seems as if the organization is known to exist, but its exact mission and methods of operation are unknown, sort of like many special operations groups such as the Special Air Service (SAS), Special Forces, or SEAL Team 6.

With part of UNIT's mission being to keep a low profile and to not disrupt the day-to-day lives of most people, UNIT operations tend to be undercover until a show of force is necessary or UNIT must go into action by securing an area or engaging a threat. Often people are unaware that UNIT is nearby until UNIT vehicles and troops arrive.

UNIT CAMPAIGN OVERVIEW

UNIT campaigns can be very fulfilling for players that are looking for

UNIT CALL SIGNS

The following communications call signs have been used by the following UNIT personnel or to denote a UNIT team. Call signs change by operation or mission, meaning different people can be assigned the same call sign at different times, or different people can answer the same call sign if the call sign is meant to denote their unit.

"Bluebottle"	- Police and Law Enforcement
"Eagle"	- UNIT Helicopter
"Greyhound"	- Brigadier Lethbridge-Stewart
"Greyhound Leader"	- Brigadier Lethbridge-Stewart
"Greyhound 1"	- Brigadier Lethbridge-Stewart
"Greyhound 2"	- Brigadier Lethbridge-Stewart / Captain Mike Yates
"Greyhound 3"	- Captain Mike Yates
"Greyhound 4"	- Warrant Officer John Benton / Jo Grant
"Greyhound 6"	- Dr. Martha Jones
"Greyhound 15"	- Private Harris
"Greyhound 16"	- Private Steve Gray
"Greyhound 40"	- Private Ross Jenkins
"Hawk Major"	- UNIT aircraft carrier airship "Valiant"
"Jupiter"	- Brigadier Lethbridge-Stewart
"Trap 1"	- UNIT headquarters / mobile center of operations
"Trap 2"	- Soldiers in the field
"Trap 3"	- Sergeant Benton
"Venus"	- Captain Mike Yates
"Windmill 123"	- UNIT Helicopter
"Windmill 347"	- UNIT Helicopter

a more exciting and action filled *Doctor Who* RPG campaign. Players that like military structure and an emphasis on action and combat may enjoy such a UNIT campaign. They may also like a UNIT focused storyline, or a UNIT character to play in a standard TARDIS-travelling campaign. UNIT is a big part of *Doctor Who*, and often represents the muscle that the Doctor relies on to stop the overtly dangerous threats to the planet Earth. Their mission is to work together on behalf of the human race to protect the planet and people of Earth.

Though a military organization, UNIT represents the best of mankind. UNIT does not shoot first and ask questions later, but does just the opposite. UNIT integrates the pursuit of knowledge and truth for the benefit of man. It is a force that puts scientists, engineers and doctors shoulder to shoulder with soldiers to create a team that can stand up to alien threats.

The organization is multinational and represents the true diversity of the human species. It is the organization that real governments should strive to be like, ignoring political differences and petty territorial disputes for the greater mission of helping protect those who may not be able to do so themselves. UNIT forces to not care about gender, skin color, nationality, sexual preference, or race. They care about helping humanity. That is not to say that UNIT and its personnel are perfect, for they still exhibit the very flaws, good and bad, that make us human. As Brigadier Sir Alistair Gordon Lethbridge-Stewart said when ask if Earth could find a better champion, he answered: "Probably. I just do the best I can!"

MODULE: " DELTA ALPHA LIMA ECHO KILO SIERRA"

"*Delta Alpha Lima Echo Kilo Sierra" is a* Doctor Who *adventure module featuring UNIT set on Earth in 1993CE. This adventure deals with the team encountering an extraterrestrial signal emanating from space. This adventure module can be run with either a UNIT team, or with a group featuring the Doctor and Ace, or another group of time travelling players.*

THE SIGNAL

The UNIT Team is called to the Scottish countryside, the location of the Churchill-3 radio listening station (a communications hub for UNIT which is used for monitoring global communications for UNIT, such as air defense coordination, command communications, and also deep space listening). The Churchill station is on its third design, and has significantly expanded the communications and listening abilities of UNIT. The main complex is very large, with a large radio antenna dish outside the main complex.

On arrival at the station (if playing the Doctor or other Time Lord, have the TARDIS arrive at the location where the UNIT team is dispatched to and get involved in the adventure), the group is stopped and must present identification. If some characters do not have UNIT IDs they will have to convince the guards that they should be allowed to pass. Because of the nature of the situation, those characters who act flippantly or give the guards problems will be arrested.

Once allowed to pass into the complex, the characters will meet the commander in charge, MAJ Henry Husak. MAJ Husak informs the player characters that UNIT has discovered a strange radio signal that emanates from above Earth. This unidentified communication signal uses an unknown code and the signal seems to be alien in origin with the carrier wave having numerous sub-signals that are too complex for humans to have made. UNIT has called on the player characters to help decipher the strange transmission and also investigate its origin as well as the message's meaning or purpose. The team will be led into the Churchill-3 complex and taken to a wing of it where other UNIT scientific advisors are at work. If this character team is light on scientists, this is where they can get help, such as from the lead UNIT scientific advisor, a friendly, personable and intelligent Polish engineer named Dr. Martyna Siniecki. Dr. Siniecki will coordinate the investigation into the message in the mysterious signal (unless the player characters take the lead on this).

Characters with skills in cryptography, electrical engineering or mathematics have a chance to discover the meaning of the message. [*GM NOTE: The GM can give the players a coded message that they need to actually solve if one wants to add some player interaction and gaming aids.*] Once successful in decoding the message , the player will discover that the message reads "Collect specimens and bring them to the pickup point." Perhaps unsure what the message means, the characters have a chance to do a search for other sources of communications signals, and with help from Dr. Siniecki the crew can trace the signal to the nearby woods, not too far from the Churchill-3 radio listening station. It is here that the radio messages seem to be directed to (being the strongest here if triangulated)

and also there is a strange energy fluctuation that seems to emanate from this area.

THE SEARCH

MAJ Husak will order UNIT soldiers, led by Sergeant Zbrigniev, into the woods to search for the source of the fluctuation. This may or may not contain a group of the player characters. As soldiers go to investigate the woods, the UNIT team will eventually lose contact with the soldiers and they will not be able to be raised on their walkie talkies (those disappearing should not be PCs). Sending the player characters, or other UNIT troops, to search the area, it turns out that the soldiers have completely disappeared. Some traces of the soldiers will be found such as dropped berets, pieces of equipment and even a weapon or two, but the personnel will be completely missing. There is also carbon scoring in the area, that seems to indicate energy weapons were used nearby.

A detailed investigation with a science team, or characters that are skilled in transmats or physics, will reveal that the area where the soldiers went missing has been affected by a transmat beam, that apparently removed or killed the soldiers. This discovery, along with the energy weapon marks, will definitely confirm that extraterrestrial forces are work.

MAJ Husack will contact his higher command, Brigadier Winifred Bambera, about the missing troops, and request reinforcement troops as well. He will tell the player characters present that he suspects that the mysterious signal belongs to an alien force and that they must prepare for an attack. With soldiers missing, UNIT must be prepared.

[*GM NOTE: MAJ Husak is exactly right about assessing the situation for the UNIT personnel that are missing have been taken captive by the Daleks and are being converted to robomen to mindlessly serve the evil race. The Daleks hope to return the robotized UNIT soldiers to fight for them, and to try to establish a bridgehead on Earth where the invading Daleks can land. The Daleks have used transmats to land in the woods and then engaged and stunned the soldiers, before capturing them and returning by transmat to their ship in space.]*

UNIT IS CALLED TO INVESTIGATE A SPACE SIGNAL

MAJOR HUSAK DISCOVERS UNIT MEN ARE MISSING

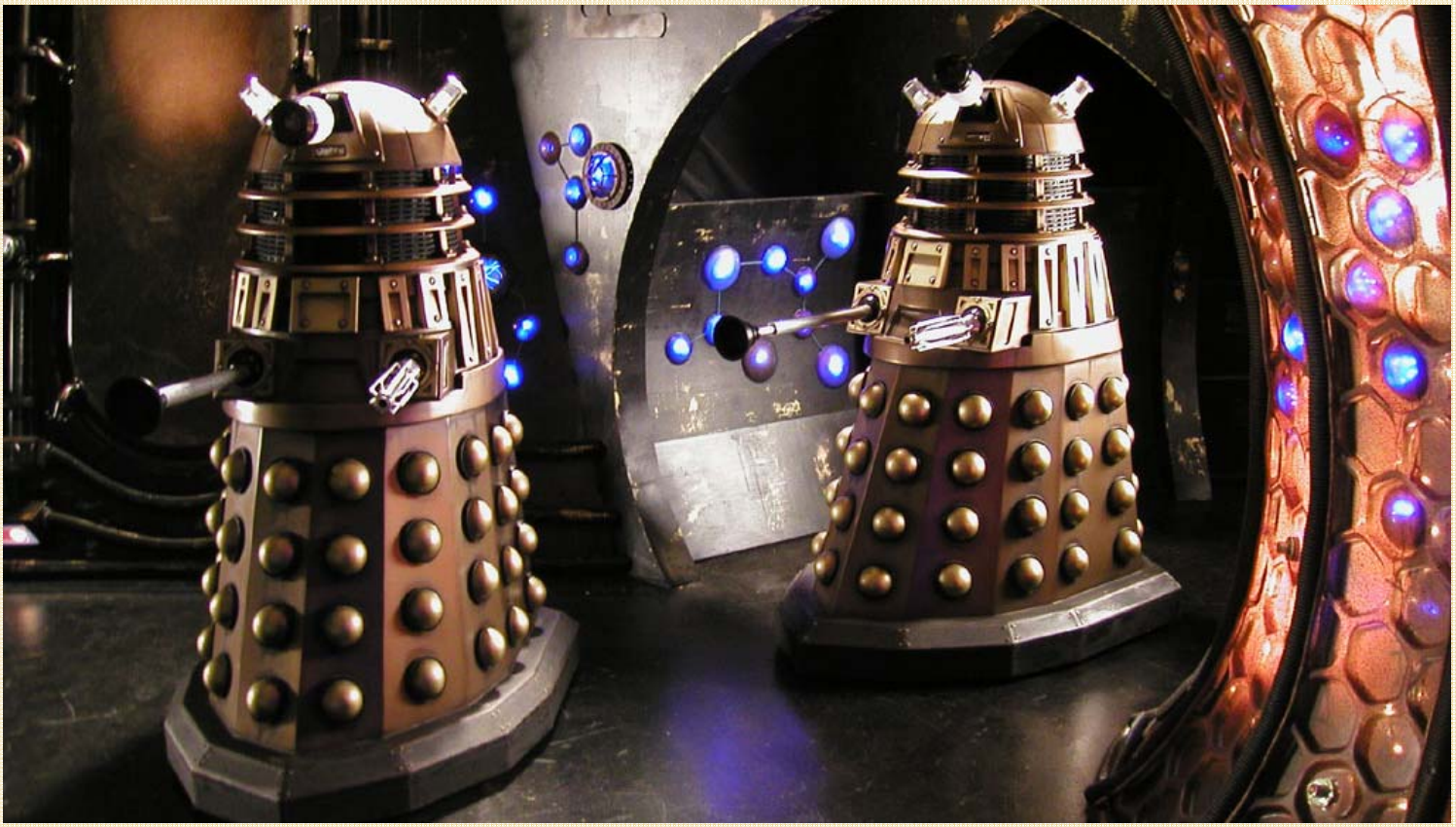
FORCES ARE SENT TO FIND THE MEN

THE BRIEFING

As Brigadier Bambera arrives on the scene, she is briefed on the situation. If there are officers in the player character's team she will put them under her direct control. The player characters, MAJ Husak, CPT Curtis (the Brigadier's Executive Officer), and SGT Zbrigniev will all be called to a staff meeting in which the Brigadier is briefed on the situation and told of the discovery of the remnants of the missing soldiers. MAJ Husak explains that he fears an alien incursion, and informs the Brigadier that he has ordered UNIT troops to prepare a defense of the Churchill-3 station, with troops currently filling sand bags and setting up reinforced positions.

Bambera will listen to any plan put forward, and the GM can decide if she will support a plan put forward by the player

BRIGADIER BAMBERA IS TOLD OF THE DISCOVERY



DALEKS ARE IN ORBIT AND PLANNING TO TRANSMAT TO THE SURFACE OF EARTH

characters or if she decides on her own course of action. Bambera will devide the UNIT personnel into three teams. The first will set up a defense of the Churchill-3 station, which is still trying to listen for more messages from space, while the second team is to try to decipher more of the messages coming from space. The third team is asked to go to the woods to assess the situation and learn what is happening.

Player characters may end up in any of these three teams and here is what the characters may be encountering depending in where they are sent:

DEFENSE TEAM - This group has a thankless task, in that they need to fill sandbags, prepare equipment and generally plan a defense of the Churchill station. If certain players are tactically minded, this is a GM's opportunity to give them a map of the area of the base and allow them to set up a defensive strategy. Giving the players the exact equipment they have (barbed wire, sandbags for gun emplacements, number of bazooka teams they have, and so forth) will let them strategize a plan for defense. Certain players will find this planning exciting.

ANALYSIS TEAM - This group, most likely scientist-types will go and listen to the transmissions that still emanate from near space. There are coded messages that continue to be heard from space. Players with skills in cryptography, electrical engineering, or mathematics, have the chance of assisting Dr. Siniecki in the investigation of what these other messages are and where they are coming from. By using the directional antenna of the Churchill-3 radio telescope, it can be determined that the transmissions are coming from two places: deep space, and a mothership located in orbit over the complex itself! If the team are able to decipher the code (again a GM could give the players a real cipher that they might want to try to decode for real) they will discover that among the messages there is a repeating code: "Delta Alpha Lima Echo Kilo Sierra" which spells "D-A-L-E-K-S". This will give the team the knowledge that the mothership belongs to the Daleks and that they are the threat being faced. Other transmissions may detail the Daleks plan and include the following orders: "Deploy the Robomen" "Prepare to land Dalek troops" and "Attack and secure the human military base".

SEARCH TEAM - The third team will be deployed to the woods to look for more signs of the missing UNIT personnel. This team will search in vain for quite a while (while the defense team and the analysis teams make progress),

however they will be at the forefront of the action when the Dalek's plan is put into effect.

Player characters may be involved in all of these elements of the preparation, depending on the type and number of characters present. If there are enough players, the group can be split, or the PCs should be involved in each of these preparations as appropriate.

THE SPEARHEAD

After about 45 minutes of game time, as the Search Team is searching the woods, the Daleks will transmat the missing UNIT soldiers back to the surface of the planet. Still dressed in their UNIT uniforms (but with a metal device fitted over their berets from ear to ear), the soldiers have been converted into Robomen to follow the orders of the Daleks. The humans move slow and zombie-like and carry their UNIT weapons.

The Robomen will attack the Search Team (with their UNIT weapons), and if the situation is set up correctly, the player characters will be in conflict about having to fight and attack the very soldiers that were their allied earlier. The dilemma of attacking their own UNIT personnel should be at least momentarily an ethical problem. The Robomen however are no longer human and the Daleks control them completely. An analysis of a wounded or killed Roboman by a character with medical science skills should reveal this to the players. It may be possible to stun, disable or capture the Robomen in the hope of reversing the Dalek conversion, but odds of this are difficult and rare.

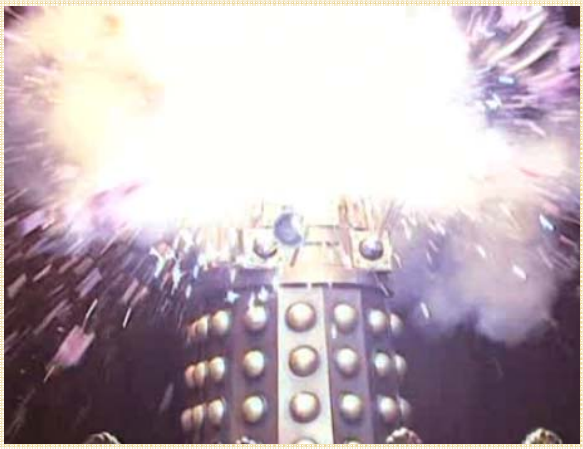
After the Robomen are employed, the Daleks themselves will transmat to the surface of the planet. There will be a sizable force of Daleks. The Search Team should find themselves outnumbered at this time. If it was not hard enough to fight equally armed soldiers that were converted to Robomen, the Daleks in comparison are heavily armored and also armed with thermal disruptor weapons that give the alien invaders the upper hand in the battle.

The Daleks will establish a bridgehead, and then land even more Dalek troops. It is the goal of the Daleks to overwhelm the UNIT forces located at the Churchill-3 station thus eliminating any earthbound defense in the area. The Daleks hope to use this location as their main invasion point, and then use the Churchill-3 station as a deep space communications hub, once boosted with the addition of Dalek technology. From this location they can use the area as the spearhead for their attack, as well as a command and control center for their forces. The player characters defending the station and holding their ground is all that stands between human liberty and the Daleks' conquest of Earth!

Player characters from the Search Team should find themselves outnumbered and realize that they must fall back. Player failing to realize this can make Awareness or Intuition rolls that they should retreat to the base and its defense. If the Defense Team have done their job, this will be the best location to make the stand against the Daleks.

UNIT TEAMS ARE SENT TO REPEL THE ATTACK

HEAVY WEAPONS ARE USED

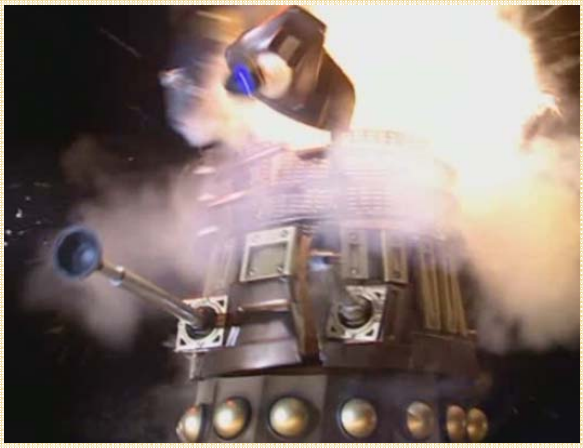


THE DALEKS ARE SLOWED…

…DUE TO THE SUCCESS OF THE HEAVY WEAPONS

DALEKS ATTACK THE UNIT COMMAND POST

BAMBERA HELPS DEFEND THE HEADQUARTERS



THE DALEKS ARE ENGAGED...

...AND DESTROYED!

THE DEFENSE

The defense of the base can be mounted in many ways, but almost all of the options will include combat of some type.

The Search Team and the Defense Team will fall back to their prepared positions to engage the Daleks in combat. If the players have come up with a fairly good plan they will find themselves in a superior defensive posture, that gives them the advantage in attacking the Daleks. Most Daleks will attack on the ground, but some may use their hover capabilities and attack through the air. This is an excellent change if the defense has been laid out by the players in the two-dimensional realm and they have forgotten air-defense.

In general, the players will find themselves attacked by any remaining Robomen, and all of the Daleks that are headed to the base. The Daleks are powerful and dangerous, but the players should have the assistance of numerous UNIT soldiers. Brigadier Bambera, Major Husak, Captain Curtis, and Sergeant Zbrigniev should be seen heroically defending the UNIT base during the course of the battle.

But there are more things that scientists and tech savvy characters can do. Anyone who was with the Analysis Team can support combat or also work on other solutions. The Daleks need to capture the Churchill-3 station to help with their own command and control. This means two things: the Churchill-3 radio telescope is important to them, and it is also a vulnerability to them. Player characters, in association with UNIT's Dr. Siniecki can try to jam the Dalek's radio communications with their ship. Doing so will disrupt the Daleks' operations. Without communications the Daleks on the ground cannot communicate with the Daleks at the mothership, and if this communications link is severed for more than one hour the Daleks in the mothership will assume that the Daleks on the planet have been defeated and will leave. Secondly, using the station, the players can convert the Churchill-3 radio telescope into a giant shield that prevents more Daleks from being transmatted to the planet. This will stop reinforcements from joining the battle.

There is a third option which is not quite as elegant but is still on the table for the player characters. The PCs can destroy Churchill -3 station so that it does not fall into the Dalek's hands. If the Daleks are in a pitched battle and have suffered large losses, and then also lose their objective, this may be enough for them to call off their invasion and leave.

With these strategies at hand, the players have the opportunity to change the course of the battle and end the Dalek's assault on Earth. Their efforts may not come without some loss however.

Whether a UNIT team or a TARDIS crew, the player characters will be recognized and appreciated for their efforts. Players that act heroically, or through their actions turn the tide of the battle, will be given medals by Brigadier Bambera after the battle has ended and order has been restored (more UNIT reinforcements will arrive shortly after the primary battle ends). Cover stories will be made to cover-up the incident, and the PCs will be able to return to their regular duties… until next time.

PLAYING A MILITARY CHARACTER

Military characters have different a different approach to how they act and live their lives, due to their training and experience. Understanding this mindset helps to accurately portray military characters in role-playing games.

Military personnel are trained to have a "be prepared" attitude and both plan and equip themselves for numerous eventualities. Soldiers make plans and do not take reckless action. This means not rushing into situations as most people think, but rather gathering intelligence, evaluating a good approach, making a plan, and rehearsing before taking action. This is, of course, dictated by the situation, but given appropriate time this is how soldiers act.

Most soldiers do not act alone. Teamwork is key to effective action—not being "Rambo". Teamwork also means effectively communicating with the team. Military soldiers disseminate information so that everyone knows the situation as fully as possible. While military personnel are asked to keep sensitive military secrets, operationally they share their intelligence (meaning most characters will not keep secrets from the rest of the party when on an adventure).

Trained soldiers have learned specific rules of engagement. They are not quick to shoot as many think. They are trained to know when and when not to engage an enemy (often stealth is preferred until one has a decisive advantage in an engagement). Likewise they are trained to handle weapons, and safety with them is their first concern. They do not handle weapons carelessly or aim them in play. They are conscious of the threat that a weapon poses, and understand that just brandishing a weapon as a show of force can sometimes be as, or more, effective than actually using it.

Modern military personnel are well educated and culturally aware and sensitive. They understand advanced technology and are trained in its use, especially special military equipment. However, most military people are trained extensively in one specialty area (relying on the rest of the team to do their part in other areas).

Overall military men and women each have their own personalities and are often more intelligent and reasonable than they are perceived. They are not stereotypes or single minded.

POSITIVE TRAITS

Some general positive traits often associated with members of the military.

- Can do attitude
- Willing to protect others
- Physically Fit
- Used to high stress
- Loyal
- Tech savvy
- Goodwill attitude
- Brave
- Respect for authority and willingness to follow orders

NEGATIVE TRAITS

Some general negative traits often associated with members of the military.

- Rivalry between branches
- Nationalism
- Loud Talkers
- Aggressive persona
- Superior Attitude
- Swearing
- Alcoholism
- Sexism
- Others have preconceptions of their personality

STANDARD EQUIPMENT

- BDU (Battle Dress Uniform) pants
- BDU (Battle Dress Uniform) blouse
- Headgear (beret or cap)
- T-shirt
- Underwear
- Socks
- Boots
- Dog Tags
- Military ID
- Web belt
- LBE (Load Bearing Equipment) suspenders
- Canteen
- Compass in case
- Pressure Bandage in case
- Flashlight
- Map and Protractor
- Earplugs in case
- Rain poncho
- Radio
- MRE (Meal Ready to Eat) Ration
- Paper Notebook
- Pen and Pencil
- Pocket field manual
- Camouflage stick (face paint)
- Ammunition in belt ammo cases
- Weapon (rifle, or pistol for officers)
- Grenades
- Special gear as appropriate

NEG/DIP CRITICAL SUCCESSES

One of our favorite game mechanics in FASA's *Doctor Who* RPG was the fact that critical successes and critical fumbles in the game were always open ended and could always get progressively better or worse with additional die rolls. As with last issue we give the result charts, but this time for a critical success roll when a character is trying to convince an NPC of something through talking with them. In the DWAiTS game this would be the skill of "Convince".

Of course, Negotiation/Diplomacy (Neg/Dip) can be used gain information from others as well, and when interrogating someone the amount of information that the character gets would of course become progressively more successful, causing the villain (or person involved) to reveal their plan to a greater and greater degree.

NEG/DIP CRITICAL SUCCESS EFFECTS

DIE ROLL	EFFECT
1	Listener is convinced, and has no doubts
2	Listener is convinced, and ignores opposing arguments
3	Listener is convinced, and tells others of belief
4	Listener is convinced, and tells others of belief, and makes supporting arguments
5	Listener is convinced, willing to argue to support the belief
6	Reroll
1	Listener is passionately convinced, will follow the negotiator's non-harmful suggestions
2	Listener is passionately convinced, will follow the negotiator's harmful suggestions
3	Listener is passionately convinced, will follow the negotiator's non-harmful orders
4	Listener is passionately convinced, will follow the negotiator's harmful orders
5	Listener is passionately convinced, will do whatever negotiator demands
6	Reroll
1	Listener is unwaveringly convinced, will passively follow and physically defend negotiator
2	Listener is unwaveringly convinced, will actively follow and physically defend negotiator
3	Listener is unwaveringly convinced, will organize others to follow negotiator
4	Listener is unwaveringly convinced, will organize others to follow and defend negotiator
5	Listener is unwaveringly convinced, willing to be seriously injured for negotiator
6	Listener is unwaveringly convinced, willing to sacrifice life for negotiator

As with Critical Failures (as mentioned in Issue #9), in our campaign we allow critical success rolls to be infinitely open ended (with another 6 being rolled meant to worsen the results on a fumble even more). So far, our campaign's best roll was a (1+1) + 6 + 6 + 6 + 6 + 6 + 4, which means that the odds of that result was 1,679,616 to 1. This means in 1.5 million attempts, only something that extraordinary would happen one time. One heck of a success!

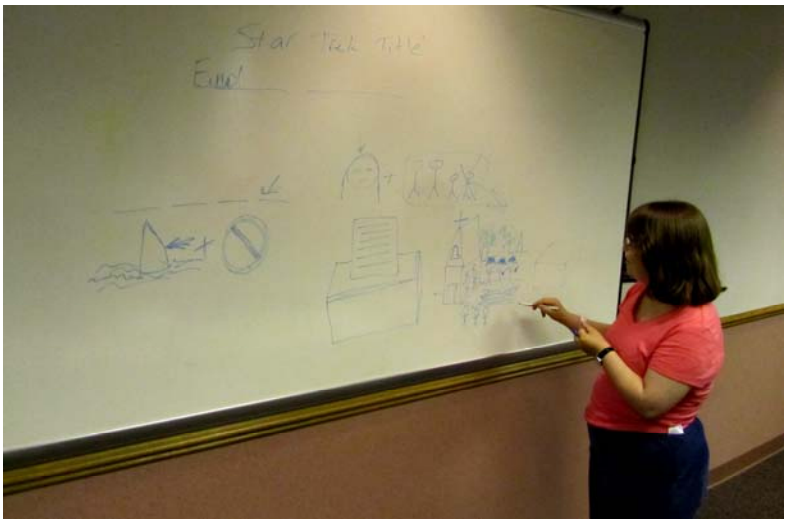
Whether using Negotiation and Diplomacy or other skills to convince the Non-Player Characters in a game, having consequences that are far reaching always brings excitement to an adventure.

EVENT REPORT: MTL GAME NIGHT

On Saturday, 02 July 2011, some of the DDWRPG staff went to the Milwaukee Time Lords club meeting held at Mayfair Mall in Milwaukee, Wisconsin. The Milwaukee Time Lords is the primary *Doctor Who* club in the city, and they also support gaming. A few of their members were regular Game Masters for the FASA *Doctor Who* RPG and the *Time Lord* RPG when the Gen Con convention was still regularly held in the city (until 2002). At the game night, we brought along Cubicle 7's *Doctor Who—Adventures in Time and Space* RPG to share with the attendees and let them have a look at the game. There was definite interest in the RPG and a few discussions about the game's mechanic but the module that we hoped to play did not materialize. So what was of interest to the assembled group of *Doctor Who* fans? A big game of Doctor Who "Win, Lose or Scribble" a genre take on *Win, Lose or Draw*. A great event overall!

THE MODULE

The adventure that was planned to be run at the event was called "Operation: Siren" and featured the TARDIS crew assisting UNIT in tracking down the cause of disappearances at a music festival. UNIT and the players are called to the scene to find the missing. The adventure "Operation: Siren" is included on page 42.



THE DOCTOR ARRIVES AT UNIT HQ

UNIT IS UNDER TIGHT SECURITY

FORMAL INTRODUCTIONS ARE ATTEMPTED

THE DOCTOR IS CURIOUS ABOUT THE GUESTS

MODULE: THE CRYSTALLINE INCIDENT

"The Crystalline Incident " is a Doctor Who *adventure module set on Earth in 1974CE. The TARDIS crew are called to UNIT HQ for a special secret meeting between UNIT representatives and extraterrestrial ambassadors. This adventure module can be run with either a group featuring the Doctor and Sarah Jane or another group of time travelling players. If a pure UNIT team is used by the characters here, have the Doctor and Sarah Jane appear as NPCs.*

This adventure module is a time relative adventure with a mystery in which the characters must figure out which characters were in which location at the right time. The times can be chanced as needed for the flow of the adventure, as long as the GM understands when characters are at a certain place.

1000 HRS

The TARDIS is in flight when the crew receive a call from Brigadier Alistair Gordon Lethbridge-Stewart letting them know that they are needed back at UNIT Headquarters on Earth for an important meeting. The Brigadier announces that an alien race has made contact with Earth and arrangements have been made to meet with an Ambassador of the species for a first contact opportunity. But communication has been spotty with the reptilian race as there is a language barrier. So the Brigadier asks the Doctor and Sarah Jane (and/or whatever characters the player are using) to return to Earth to assist with communications at the meeting.

As this is happening SGT Benton is meeting the alien ambassador and his aide as their spaceship lands at a highly secured airstrip adjoining UNIT headquarters.

1100 HRS

Assuming that the player characters are interested in assisting the brigadier, they will arrive at the UNIT base in the TARDIS at this time. The characters will discover that the base is under very tight security, and the characters will be asked for their UNIT identification cards or will be required to convince the soldiers that they have permission to be there. Once their credentials are established, the characters will be lead to the Brigadier's office.

At the same time that this is happening, the Brigadier is in the main UNIT conference room being introduced to the Alien ambassador and his aide. Sergeant Benton is also present at this initial meeting, having led the alien guests to the room. This meeting only goes partially well as there is a communications barrier between the races. A UNIT language specialist is called in but the language barrier proves to large for him due to the reptilian nature of the alien visitors. The aliens are told through simple sign language that they can wait in this room for a moment, while the Brigadier

CONTINUITY

If playing the Doctor and Sarah Jane, this adventure takes place between "Death to the Daleks" and "The Monster of Peladon".

and UNIT personnel leave to go and brief the players on what is happening once they arrive at the Brigadiers office. Left in the room the ambassador and aide wait patiently, trying hard to get their own electronic translators to properly translate the human dialogue.

1200 HRS

The Brigadier, Benton, and the UNIT translator meet with the Doctor and Sarah Jane (and/or whatever characters the players are playing). The Brigadier will explain the details of the initial first contact encounter. Radio transmissions were received at UNIT's newly built Churchill Radio Communications Facility that seemed to be of a friendly nature. A message of peace was sent in return, and through a series of messages a first contact meeting was arranged. The Brigadier explains that the United Nations was informed and that he and UNIT were instructed by UNIT HQ in Geneva to keep the meeting secret as to not alarm the people of Earth. The Brigadier then explains that communication has become difficult because the species is reptilian and this has caused a pronunciation barrier and translation has become extremely hard. The Brigadier will also use this time to phone Geneva and give them an update on the situation.

The Doctor and Sarah Jane (or other characters that the players may be playing) will have a chance to get more details about the race and species at this point, and the GM's NPCs should share what they know. From the details the players may be able to figure out that the aliens they are having contact with are Draconians, though only a Time Lord player characters should actually be familiar with the race.

While this meeting is happening, the Draconian Ambassador and his Aide wait patiently in the UNIT conference room for the UNIT dignitaries. Their presence here is only interrupted by UNIT personnel bringing them food and drink as a courtesy, though the food is repulsive to the Draconians.

1300 HRS

The Brigadier, Benton, the Doctor, Sarah Jane (and/or whatever other characters the players may be playing) are taken to the formal meeting with the Draconian Ambassador. Upon entering the room the Doctor (or another Time Lord) will be able to formally address the Draconian ambassador and his aide in the proper greeting of their rank in the Draconian language (thanks to the TARDIS translator) saying "My life at your command". This greeting, usually reserved for the Emperor of Draconia, is also appropriate when meeting with his envoy such as an Ambassador. This act, as well as being able to understand the Doctor and his language perfectly, will put the Draconians at ease for the first time since they have arrived. Benton passes out folders of papers to everyone that details the situation and welcomes the Draconians to Earth.

The Draconian Ambassador takes of the large blue jewel that he is wearing from around his neck and places it on the table

DRACONIAN ENVOYS ARE ON EARTH

THE DRACONIAN AMBASSADOR IS VERY DEMANDING

SGT BENTON OVERSEES THE SECURITY MEASURES

THE BRIGADIER CHECKS WITH GENEVA

A SERIOUS ACCUSATION IS MADE

THE BRIGADIER IS NAMED AS THE PRIMARY SUSPECT

as an act of friendship and to show that the negotiations are made evenly and equally. This is a meaningful act to denote fairness and equality by the Draconians

However, the Draconian Ambassador is generally very demanding. He wants to talk business first and accomplish his mission, and then later be more social (the opposite of (Western) Earth protocol). He asks who speaks for the planet Earth at this meeting, and the Brigadier identifies himself as the spokes person (as formal civilian officials are still on their way from New York's UN headquarters for the meeting). The Ambassador says that in his deep space exploration mission the humans are the first intelligent race that they have come across in this sector of the galaxy and that the Draconians are eager to formalize relations with the people of Earth. [*GM NOTE: The Droconians are eager to create a friendship in this sector as they suspect a time when their Empire may someday border this sector and positive relationships are very important—which becomes true by the year 2540CE, the time of the episode "Frontier in Space" with a slightly different outcome.*]

As the Brigadier tries to stall in the meeting for the arrival of the UN's Earth representatives, the Draconian Ambassador will vigorously press forward and try to seal an alliance. The Draconian Ambassador demands that the people of Earth recognize the Draconians as allies. The Brigadier in turn explains that the United Na-

CHARACTER TIMELINE

TIME	BRIGADIER	SGT BENTON		DRACONIAN AIDE	DRACONIAN AMBASSADOR		THE DOCTOR or PC Character #1	SARAH JANE or PC Character #2
1000 hrs (10 AM)	In his Office, Calling the TARDIS Crew	At Arrival		Arriving at UNIT HQ	Arriving at UNIT HQ		In TARDIS, getting Brig's call	In TARDIS, getting Brig's call
1100 hrs (11 AM)	In UNIT Office, doing introductions	In UNIT Office, doing introductions		In UNIT Office, doing introductions	In UNIT Office, doing introductions		Arriving at UNIT HQ	Arriving at UNIT HQ
1200 hrs (Noon)	Briefing Characters	Briefing Characters		With Ambassador	With Aide		Being Briefed by Brigadier and Benton	Being Briefed by Brigadier and Benton
1300 hrs (1 PM)	Discuss Official Relations	Discuss Official Relations		Discuss Official Relations	Discuss Official Relations ***Storms out and in to Brig's office***		Discuss Official Relations	Discuss Official Relations
1400 hrs (2 PM)	Meeting with Aide	Goes to Spaceship		Meeting with Aide	Goes to Spaceship		Meeting with Aide	Meeting with Aide
1500 hrs (3 PM)	Check with Geneva from his office	Returns from Spaceship		Meeting with Aide	Returns from Spaceship		Meeting with Aide	Meeting with Aide
1600 hrs (4 PM)	Accusation	Accusation		Accusation	Accusation		Accusation	Accusation
1700 hrs (5 PM)	Trial	Trial		Trial	Trial		Trial	Trial

tions does not feel that they can tell the people of Earth about the contact, and that negotiations need to wait until the arrival of the UN representatives from New York.

This is perceived as an insulting act by the Draconian Ambassador who thinks that he is being stalled. The Ambassador thinks that the Brigadier's suggestion that the alliance not be revealed to the people of Earth is an insult to Draconian honor. The Ambassador will get angry and yell, throwing papers in the air, and sweeping the items off the table. He will turn and march to the Brigadier's office to be alone. [*GM NOTE: Unknown to the characters, the Draconian Ambassador hides the blue crystal in the Brigadier's desk in an attempt to set him up as a thief and remove him from the negotiations. He misunderstands the Brig's orders not to tell the people of Earth of the Draconians and believes this to be the Brigadier's decision and an insult from the Brig).*]

Players at this time can make an awareness or intuition roll (at *significant* difficulty) to notice that the Draconian Ambassador has secretly collected the blue crystal that he placed on the table as an act of peace. Generally this should not be seen. If a character is lucky enough to see this, the GM should take them aside and let them know what they saw, but that the character does not feel that the info should be shared until the right moment (the Trial).

The Draconian Ambassador's Aide, more level headed and a better diplomat, will apologize for the Ambassador's actions and try to calm the situation. He will explain that Draconian protocol calls for business first and not a build up to formal talk. He will also explain that honor and protocol is very important to the race. After calming the situation, the Aide suggests that the group talk and arrange the details for the next meeting with the Ambassador.

1400 HRS

The Draconian Ambassador emerges from the Brig's Office, and asks to be returned to his spaceship—instructing his Aide to explain the situation. Because of the delicacy of the situation, the Brigadier apologizes for the incident and tells SGT Benton to escort the Ambassador and deploy more security at various checkpoints. SGT Benton leaves with the Ambassador. At this time the Draconian Aide will speak with the Brigadier, the Doctor, and Sarah Jane (and/or whomever the characters are playing). The misunderstanding of the situation is established and after some time and talking the players should understand that there is a cultural divide over protocol and that unless they want more problems they should negotiate with the Ambassador very soon again.

1500 HRS

Now understanding the situation, the Brigadier contacts SGT Benton and asks him to return the Draconian Ambassador to the meeting, trying to ensure that the negotiations resume as soon as possible. The Brigadier will recuse himself and go to his office to call UNIT HQ in Geneva for instructions, as he realizes that the negotiations must continue as soon as possible.

A TRIAL IS DEMANDED

THE DRACONIANS ACCUSE THE BRIGADIER

THE DOCTOR SERVES AS THE BRIGADIER'S COUNSEL

SARAH JANE AND BENTON CONSIDER THE FACTS

DEMANDS FOR JUSTICE OR WAR IS THREATENED

SARAH STATES HER OWN SUSPICIONS

THE AMBASSADOR REACTS

THE DOCTOR AND DRACONIANS AVERT THE WAR

1600 HRS

The Draconian Ambassador returns from his spaceship, escorted by SGT Benton. After the arrival of the ambassador, the Brigadier will emerge from his office to meet with the envoy. [*GM Note: This is when the Ambassador sees that the Brigadier was alone in his office and realizes that he can make the accusation, after having hidden the crystal in the Brigadiers desk.*] Then an unexpected situation occurs. The Draconian Ambassador informs his Aide that he is accusing the Brigadier of theft of the Ambassador's Crystal Seal, and per his position, the Aide makes the formal declaration that the Brigadier is to be accused and tried of theft and trying to undermine the peaceful negotiations. The Brigadier, of course, denies the theft and allows a search of his office. During the search, SGT Benton will discover the crystal hidden in the Brigadier's desk! The Draconians ask for swift justice or threaten war, and the player characters should be the ones to suggest a trial so the evidence and situation can be weighed.

1700 HRS

A quick trial is put together in the office, per the request of the Draconians. There should be enough time for the player characters to try to sit around the table and recall the events that transpired. Players can make awareness or intuition rolls if their actual memories fail them. Failed rolls should result in incorrect memories, and successful rolls should reveal the true series of events.

The Draconians accuse the Brigadier of trying to derail the negotiations and of stealing the Draconian Ambassador's Blue Crystal, which is his seal of authority (and also very valuable). The players, assisted by UNIT personnel and/or the Doctor and Sarah Jane, need to mount the brigadier's defense.

The last phase of the adventure should be a trial in which various people are called to testify or give their version of events. If a player character saw the Draconian Ambassador take the crystal, this is the time to reveal it. Otherwise, the players should be able to piece together who was in what location when. Only two people will have entered the Brigadier's office after the introductions and presentation of the crystal—the Brigadier and the Draconian Ambassador himself. This along with the identifying who was in what locations at what time, can throw the accusation of guilt off of any other characters. The Brigadier, of course, did not take the crystal, the Draconian Ambassador did.

If the Draconian Ambassador himself (rather than his Aide or another) is singled out as the person who took the crystal and is accused of trying to frame the Brigadier, he will admit to doing, as he wants the Brig replaced in the negotiations. The truth is revealed and the Humans and the Draconians are off to a rocky start in the relationship between their races—but war is avoided.

The Humans and Draconians mutually agree that the two races are not ready for contact between their species, and agree to leave each other in peace. The Draconians will leave before the UN representatives arrive. The Brig and the players have avoided a diplomatic incident (and war) better than the UN reps could have.

THE UNDERRATED UNIT COMPANIONS

by Neil Riebe

FASA's *Doctor Who* RPG says in its Game Operations Manual, "It should be almost unheard of for player characters using the character generation system to ever gain Skill Ratings that rival the Doctor, the Master, or the Doctor's major companions. After all, the heroes of *Doctor Who* are semi-legendary figures—the best of the best." Then in the game's Sourcebook For Field Agents you'll see that the Doctor's companions are woefully inept. Take poor ol' Peri. She only has one skill, Archaeology—at Level II! Jo Grant's Attributes are all Level III. How can players avoid creating characters rivaling the Doctor's companions when their attributes are Level III by default? (See page 27 of the Player's Manual)

The commercially available FASA adventure modules rectified the shortcomings of the Sourcebook's stats. *Legions of Death* upgraded Jo's Strength, Endurance, and Charisma to Level IV. Her Intuition was boosted to Level V! She now has a battery of useful skills to be contender rather than a burden in the game.

Yet, despite the rewrite, FASA still left out one skill which should've been obvious: Lock Picking. Numerous times Jo fished out her bundle of skeleton keys and popped open locks when the Doctor's sonic screwdriver was not on hand; and her Martial Arts skill was still a feeble Level II when it should be at least Level III. After all, she doubled over Mike Yates and knocked out the circus muscleman in "Terror of the Autons" with one blow. The same can be said for most of the companions' rewrites in the adventure modules. They needed tweaking, which is what I did—tweaked them.

Here is the first batch of a number of articles to be carried in DDWRPG that give new character stats for the FASA *Doctor Who* RPG that better reflect the actual characters as they were seen on screen. And, of course, in this issue we begin with some of the UNIT companions…

DR. ELIZABETH "LIZ" SHAW

	STR	END	DEX	CHA	MNT	INT
Level	III	III	III	IV	VI	IV
Score	6	8	8	12	21	10

MAX OP END 16	**WOUND HEAL** 3	**INACT SAVE** 12 LEVEL III
CURR OP END 16	**FATIGUE HEAL** 3	**UNC THRESH** 6 LEVEL II

Combat Statistics: AP: 6

Unarmed Combat - Brawling - III

Skills - Level

Earth Sciences - Geology - II
Engineering - Electrical - IV
Environmental Suit Operation - III
Medical Sciences - General Medicine - V
Medical Sciences - Psychology - IV
Medical Sciences - Pathology - IV
Medical Sciences - Pharmacology - IV
Physical Sciences - Chemistry - IV
Physical Sciences - Computer Science - V
Physical Sciences - Mathematics - IV
Physical Sciences - Physics - IV
Security Procedures - Concealment - IV
Security Procedures - Stealth - IV
Space Sciences - Astronomy - V
Space Sciences - Astrophysics - V
Technology - Computer Systems - V
Technology - Electronics - IV
Trivia - French Language - IV
Vehicle Operation - Ground Vehicles - IV
Verbal Interaction - Haggling - V

Appearance:
Height: Tall
Build: Slim
Looks: Attractive
Apparent Age: Young Adult
Age: 30

Recognition handle: A tall, auburn-haired woman, Liz has a penchant for short skirts, knee-high boots and turtle-neck sweaters.

Brief Personal History: Brigadier Lethbridge-Stewart hired Liz as UNIT's scientific adviser. She scuffed at the existence of extra-terrestrial life until she found herself partnered to a "Dr. John Smith" aka the Doctor. She aided The Doctor in repelling the Nestene invasion and in developing a cure for a bacteria unleashed by the Silurians to wipe out all human life on Earth. In time she was embroiled in car chases and brawls just like the Doctor. She even managed to engineer her own escapes, unlike many of the Doctor's companions who often needed to be rescued. Despite proving his intellectual equal, her terrestrial education made her feel like a fifth wheel in comparison to the Doctor's Gallifreyan knowledge. As she often remarked, "All the Doctor needs is someone to pass him his test tubes and tell him how brilliant he is." She returned to Cambridge to pursue her studies.

Personality:

Motivations/desires/goals: Liz Shaw is wholly dedicated to her work and doesn't suffer fools lightly. She can be counted on to pitch in during a crisis and will not shirk from danger.

Manner: Acerbic toward military security types, Liz seems cool and unfriendly, but she warms up quickly to fellow scientists.

CAPTAIN MIKE YATES

	STR	END	DEX	CHA	MNT	INT
Level	IV	IV	IV	III	IV	III
Score	13	10	14	8	10	6

MAX OP END 20	**WOUND HEAL** 4	**INACT SAVE** 12 LEVEL III
CURR OP END 20	**FATIGUE HEAL** 4	**UNC THRESH** 6 LEVEL II

Combat Statistics: AP: 8

Armed Combat - Hand Grenade	- IV
Armed Combat - Hand Gun	- VI
Armed Combat - Machine Gun	- IV
Unarmed Combat - Brawling	- III

Skills - Level

Administration	- V	Security Procedures - Surveillance	- V
Leadership	- IV	Trivia - Making "Army Cocoa"	- VI
Medical Sciences - General Medicine	- III	Trivia - Tibetan Buddhism	- III
Military Sciences - Small Unit Tactics	- IV	Vehicle Operation - Ground Vehicles	- V
Security procedures - Concealment	- V	Verbal Interaction - Bluffing	- II
Security Procedures - Stealth	- V	Verbal Interaction - Haggling	- IV

Appearance:
Height: Tall
Build: Average
Looks: Attractive
Apparent Age: Mature Adult
Age: 37

Recognition handle: Yates is blessed with chiseled good looks and an aristocratic demeanor, softened by an affable smile.

Brief Personal History: Michael Yates joined UNIT in time to help "clean up the mess" left by the first Nestene invasion. He always meant well, which may account for his collaboration with Sir Charles Grover in "Operation Golden Age". Yates lost hope in mankind and believed Grover and his zealots would save Earth from environmental destruction and form a morally superior civilization. In fact, Grover's scheme would wipe out the whole of humanity, with exception of his cohorts. The Doctor and UNIT thwarted Grover's gang and poor Yates retired from UNIT in shame. He sought redemption in meditation and joined a Tibetan monastery. There he uncovered a plot by a jilted salesman named Lupton to gain power from a species of giant spiders from Metabelis 3. After burning his bridges, he passed the word through Sarah Jane Smith who still had access with UNIT through her friendship with the Doctor. Even though he was now a civilian, Mike Yates jumped back into his role as a hero. He never seemed happier!

Personality:

Motivations/desires/goals: Mike Yates dashes into action at the most perilous of times. In one instance, a pair of Autons had the Doctor and the Brigadier pinned down under murderous fire. Yates leapt into his car and smashed into one of the plastic automatons and then wheeled around and rescued his friends before the second Auton could get a clear shot. At times his heart is too fixated on the greater good, he's indifferent to the basic needs of the individual as seen when he used his seniority to bully SGT Benton out of a bite to eat. "R-H-I-P," he told Jo Grant. "Rank has its privileges." This character flaw makes him vulnerable to the lies of corrupt do-gooders like Grover and his "Operation Golden Age".

Manner: "Until you've had a mug of army cocoa you just haven't lived." Yates is good natured and eager to make friends with his special blend of coco.

SERGEANT JOHN BENTON

	STR	END	DEX	CHA	MNT	INT
Level	V	IV	IV	V	IV	III
Score	15	14	10	15	10	8

MAX OP END 28	**WOUND HEAL** 4	**INACT SAVE** 12 LEVEL III
CURR OP END 28	**FATIGUE HEAL** 4	**UNC THRESH** 6 LEVEL II

Combat Statistics: AP: 7

Armed Combat - Assault Rifle	- V
Armed Combat - Hand Grenade	- III
Armed Combat - Hand Gun	- IV
Armed Combat - Submachine Gun	- V
Unarmed Combat - Brawling	- V

Skills - Level

Administration	- III	Streetwise	- III
Climbing	- IV	Trivia - Making "Army Coffee"	- VI
Leadership	- V	Tricia - Army Food Connoisseur	- III
Military Sciences - Small Unit Tactics	- IV	Vehicle Operation - Ground Vehicles	- IV
Security Procedures - Concealment	- IV	Vehicle Operation - Helicopter	- III
Security Procedures - Stealth	- IV	Verbal Interaction - Haggling	- IV
Security Procedures - Surveillance	- V	Verbal Interaction - Negotiation/Diplomacy	- IV

Appearance:

Height: Tall
Build: Stocky
Looks: Average
Apparent Age: Mature Adult
Age: 30

Recognition handle: Benton is a tall, barrel-chested man with an air of gentle dignity.

Brief Personal History: Benton started his UNIT career as a corporal and rose through the ranks to Warrant Officer and then Sergeant Major. He fought a long list of extraterrestrial invaders including Daleks, Ogrons, and Cybermen.

Personality:

Motivations/desires/goals: SGT Benton is as duty bound as Yates and Munro. Unlike them, he makes an extra effort to be on a good rapport with the men under his command and the civilians under his protection. He can reason with a kindly word without sacrificing his authority. After retiring from UNIT he became a used care salesman.

Manner: Benton is arguably a more effective leader than his superiors. He can soften the edges of the Brigadier's orders to make them sound like it is in one's best interest to obey. He is a strong man and can seriously hurt an opponent, but he does not relish violence. When someone forces him into action he fights with a "Well, you asked for this, bloke" attitude.

CAPTAIN MUNRO

	STR	END	DEX	CHA	MNT	INT
Level	IV	IV	IV	V	IV	IV
Score	10	13	14	15	10	10

MAX OP END 26	**WOUND HEAL** 4	**INACT SAVE** 12 LEVEL III
CURR OP END 26	**FATIGUE HEAL** 4	**UNC THRESH** 6 LEVEL II

Combat Statistics: AP: 8

Armed Combat - Assault Rifle	- III
Armed Combat - Hand Gun	- V
Unarmed Combat - Brawling	- III

Skills - Level

Administration	- III	Security Procedures - Surveillance	- V
Leadership	- V	Vehicle Operation - Ground Vehicles	- III
Military Sciences - Small Unit Tactics	- V		

Appearance:

Height: Average
Build: Average
Looks: Attractive
Apparent Age: Mature Adult
Age: 41

Recognition handle: A trim man in a crisply-pressed uniform.

Brief Personal History: Captain Munro served as the Brigadier's right hand man. He fought bravely against the Autons during the raid on the Nestene's hideout in the Auto Plastics factory. What happened in his career since is sadly left up to speculation (after his appearance in "Spearhead from Space").

Personality:

Motivations/desires/goals: Munro is the most professional of all of the Brigadier's subordinates as well as the most dependable. He never deviates from his orders. A calculating tactician, serving above the call of duty is always his primary objective.

Manner: Munro is a stalwart soldier who conducts himself in a no-nonsense manner.

TYPICAL UNIT SOLDIER

	STR	END	DEX	CHA	MNT	INT
Level	IV	IV	IV	III	III	III
Score	10	10	10	6	6	6

Combat Statistics: AP: 7

Armed Combat - *Each UNIT soldier will have two weapons skills at level IV. Skills include hand gun, submachine gun, assault rifle, light machine gun and bazooka.*

Unarmed Combat - Brawling - IV

Significant Skills

Military Science - *Each UNIT trooper has one skill at Level IV and two at Level III under Military Science.*

Security Procedures - Stealth - III
Security Procedures - Concealment - III
Vehicle Operation - Ground Vehicles - III

UNIT Weapons

L1A1 (FN FAL) Self-Loading Rifle	Damage: 4D6	Range: 500m
Sterling Mark 4 Submachine Gun	Damage: Table A-Firearms	Range: 200m
Bren Light Machine Gun	Damage: Table A-Firearms	Range: effective 550m, Ext. 1690m
No. 36M Mk.I Mill Bomb (Hand Grenade)	Damage: 2D6+20	Range: Distance Thrown

These stats are provided for characters that were not covered in the original FASA game. The game did give statistics for Brigadier Alistair Lethbridge-Stewart whose stats were included on page 63 of the *Doctor Who* RPG's A Sourcebook for Field Agents. In future DDWRPG issues we will revisit some of the stats that the FASA game provided for other companions, and give more accurate stats for those characters.

We welcome more character stat submissions from our readers for the FASA RPG, Time Lord, or the Cubcile 7 DWAiTS game.

U.S. LIEUTENANT GENERAL SANCHEZ (grade OF-8)

U.K. BRIGADIER LETHBRIDGE-STEWART (grade OF-6)

MILITARY RANKS AND PROMOTIONS

Understanding military rank can be difficult as each nation uses its own rank names and structure. This has caused misunderstandings within the UNIT stories from those that are not from the UK as characters have changed ranks. Understanding ranks in an international organization such as UNIT is important.

First, one has to realize that there are ranks and grades: a rank is a title, and a grade is a level denoting pay and responsibility. There can be several ranks that have the same grade. Agreements between countries, such as the North Atlantic Treaty Organization (NATO), has lead to standardization so that grades have equivalency between different allied nations. In turn, UNIT most likely has soldiers of different ranks but the standardization by grade allows soldiers from different countries to be compared to one anther in many cases. Second, one must realize that the promotion system and advancement ladder itself is unique by country. So whereas a soldier may hold one rank and then be promoted to another in one army's rank structure, that promotion ladder make not make sense in another country's structure. Comparing ranks between the US and UK armies for example highlights these differences.

In *Doctor Who*, Lethbridge-Stewart holds the rank of Brigadier. In the UK army, this rank is the highest field-grade officer rank (an OF-6 grade), with the next step being named a General officer (specifically a Major General (OF-7 grade)). However, in the US army, the grade of OF-6 is considered a General officer with the title being "Brigadier General". So, in the US army, the Brigadier would be a general officer, whereas in the UK he has not attained that honor. The grades are the same, but the meaning (and rank) is not. A general officer has much more authority and responsibility than a field grade officer. So, in the US army one becomes a General officer at grade OF-6, but in the UK army one only does so at grade OF-7.

Another example would be that of Benton. In the series Benton, an enlisted man, gets promoted from Corporal to Sergeant, to Warrant Officer, and then to Regimental Sergeant Major. However, in the US army, this promotional track would imply that Benton received a demotion, as a Warrant Officer is a higher rank than a Sergeant Major in the US army. This is where understanding a country's exact rank structure is important. A Warrant Officer in UK service is a senior non-commissioned officer (NCO) rank *not comparable* to the various grades of Warrant Officer in the US, although holding the Queen's Warrant and with certain privileges similar to those of officers. In the UK Army and Royal Marines, they are referred to by their appointment, of which there are many (for example, Regimental Sergeant Major is a WO-1 appointment (which holds the grade of OR-9)). The US Warrant Officer rank is held by single track career specialists (ranking between Enlisted Ranks and 2nd Lieutenant) and have no NATO equivalent. So to be clear, when Benton was identified as a Warrant Officer, he actually held the rank of Warrant officer 2 (OR-8 grade) in the UK army, and then when he was promoted to Regimental Sergeant Major he held the grade OR-9,

MILITARY RANKS

Here are a few resources that allow one to understand, compare and contrast military ranks from different countries. Following the links on these pages will give more details and also the rank insignia:

http://en.wikipedia.org/wiki/Military_rank
http://en.wikipedia.org/wiki/United_Kingdom_and_United_States_military_ranks_compared

which is also an equivalent rank of Warrant Officer 1 (OR-9). The US equivalent to Regimental Sergeant Major (or Warrant Officer 1) is a Command Sergeant Major (grade OR-9).

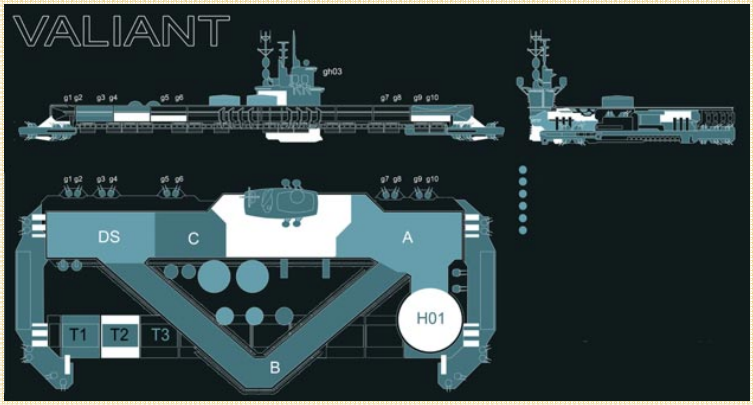
In the US, a Warrant officer ranks higher than an enlisted man, but below officers. A Warrant Officer in good standing would not return to the NCO track of promotion in the US army. However, in the UK army the NCO track includes the warrant officer ranks. In fact, in the UK when one is named to the title of Regimental Sergeant Major one must hold the rank of Warrant Officer, and only the title changes from "Warrant Officer" to "Regimental Sergeant Major". A Regimental Sergeant Major in the UK is actually a command appointment and shows that the Warrant Officer is now in a command position and in charge of troops. So going from a Warrant officer to a Regimental Sergeant Major is a promotion that Benton can achieve as a British enlisted soldier, and shows that he has achieved his highest rank possible. Whereas in the US army this would be a demotion, which it is not! Understanding each country's rank structure is important, and players who choose to be from specific countries as UNIT personnel should make the effort to learn that county's rank structure.

**OFFICERS ARE MANAGERS,
AND ENLISTED DO THE WORK.
FOR EACH OFFICER
THERE ARE ABOUT 20 ENLISTED.**

It must also be understood that it takes "time in grade" for most military personnel to be eligible for promotion. Though valor in combat or other factors may apply, most modern militaries have a time requirement in-grade before a soldier is allowed to be eligible for promotion. For the first four ranks of enlisted (OR-1 to OR-4) or the first two of officer (OF-1 and OF-2) grade, one usually needs to be in the position for a year or two before a promotion. After that it usually takes about 3 years to achieve the next rank (OR-5 or OF-3). After this, each grade of either enlisted or officer usually takes 5 years to achieve. Thus, a soldier who is serving as either a Sergeant (OR-5) or a Captain (OF-3) will most likely have had at least a total of 5 years of service before attaining that rank. Each will most likely only move to the next rank after another 5 years or more of service. Thus higher ranked NCOs and officers have been in the military longer and have more experience. One way that Game Masters can account for this is by requiring a certain number of modules to pass before the character is eligible for promotion. Of course, the exact number needed should be relative to your campaign.

UNIT'S MOBILE COMMAND POST

In the first proper UNIT story, "The Invasion" the Brigadier had a mobile command post located on a C-130 airplane, and in "The Dæmons" it was in a truck. By the time UNIT were threatened by the Master and the Toclafane in "The Sound of Drums", the United Nations has a special aircraft carrier known as "The Valiant" which was a airborne command base that was run by UNIT. The Valiant helped assist UNIT in subduing the Sontarans in "The Poison Sky" where it helped clear the dangerous Atmos gas away from UNIT's troops. However, the Valiant was seen being attacked by Daleks and reported destroyed by CPT Jack Harkness in the episode "The Stolen Earth". The Valiant, or its replacement, could be a great mobile base for a UNIT campaign team.



TWO VIEWS OF UNIT'S AIRBORNE AIRCRAFT CARRIER THE VALIANT

MODULE: OPERATION: SIREN

"Operation: Siren" is a Doctor Who *adventure module set in the city of Milwaukee, Wisconsin, USA at the Summerfest music festival, on Earth in 2001CE. The TARDIS crew land at the world's largest musical festival and discover that UNIT has been called on to help find attendees that are disappearing. This adventure module can be run with either a group featuring the Time Lord known as The Inspector or another group of time travelling players.*

The TARDIS is contacted in flight by an emergency signal that is coming from planet Earth. The Time Lord named The Inspector (or whichever Time Lord the characters may be playing) will receive the message from his friends in UNIT on Earth. They are calling him and his companions for help.

Landing at a huge music festival, there are thousands of people moving back and forth between the twelve different stages at the outdoor park. Restaurants, food stands, small jewelry and trinket shops, and souvenir stands are littered between the stages where people are watching different musicians perform. On one end near the main stage area is a midway of different carnival rides and tents. To the middle of the grounds is a children's play area. Music wafts through the air in all directions. The range of music covers all sorts of styles from hip hop, to classic rock, to electronic, to country. The festival grounds are packed with people and among them, the tell-tale black uniforms and red berets of UNIT personnel litter the crowd (though it seems that they are not carrying their weapons in the open). Once the Inspector, or other characters, engage one of the UNIT soldiers they will be taken to the UNIT HQ.

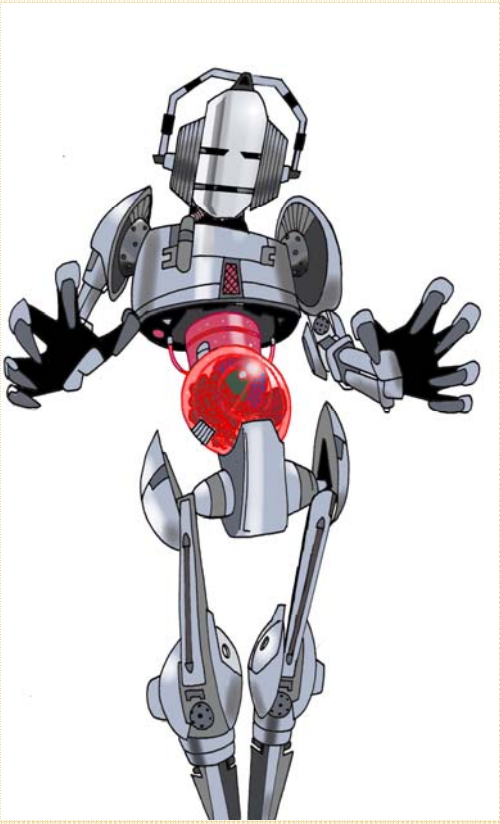
Taken backstage to one of the trailers parked behind the scenes, the TARDIS crew is taken to meet with the UNIT team, and the leader in charge named Major Pabone. Pabone is a US Marine who has now served with UNIT for eight years. One the Time Lord and party arrive, and pleasantries and (re)introductions exchanged, MAJ Pabone will explain that UNIT is investigating a strange occurrence. The festival runs for numerous days, and for the past three days the local police department has received over 40 missing person reports per day (with now over 120 people missing). A standard after-hours search revealed nothing and after federal law agencies were called in, another day and another 40 missing people and UNIT was eventually brought in on the case. UNIT is at a loss, and the only information that is known is that all of the missing persons were adults of both genders between the ages of 18 and 35 years old. UNIT is on the scene for security, and other than their response teams, are currently on the grounds unarmed as the event is public and rifles or heavy weapons in the open could cause unease. UNIT needs the Time Lord's help to find the missing people, and the Inspector (or party's Time Lord) is the best hope. The characters are given all-access passes on lanyards and sent off to investigate the disappearances.

THE TIME LORD KNOW AS THE INSPECTOR IS ONE OF UNIT'S SCIENTIFIC ADVISORS

The next portion of the adventure has the players interacting with the various people at the music festival. The characters should find themselves searching for clues and interacting with various crowd members, musicians, security guards, drunk patrons, attractive music fans, t-shirt vendors, rock stars, and stalls people. This can be played for laughs and fun, and certain characters may even be mistaken as pop stars and sent on stage for a performance. The idea is to keep much of the investigation light until they come across a major clue…

Eventually, the TARDIS crew will come across a big lead. They will notice a young adult, about 20 years old who is crying, and on investigating will learn that the woman has lost her boyfriend, who went on a carnival ride and apparently never got off it. She is devastated as she did not want to come to the event because she had heard of the missing people. If the characters do not catch on to this, a second report should come in that another person has also gone missing, last seen near the midway. Hopefully the players will narrow down the possibilities with this obvious clue.

Searching the midway, it seems that all is in order there. The area is full or rides and games such as tilt-a-whirls, roller coasters, target shooting games, prize booths, a house of mirrors, a haunted house, photo booths,



CYBERMEN
ARE BEHIND THE DISAPPEARANCES

and other novelty attractions. Searching any of these makes the carnival workers a bit uneasy but they fully cooperate and help all they can.

The only way that the players can get a read on what is happening is to try the items on the Midway. As it turns out, the answer behind the disappearances is the commemorative photo booth. As people go in to have their picture taken they are transmatted away and into orbit where a Cyber spaceship awaits. (*GM NOTE: The girl whose boyfriend disappeared wanted to give her some commemorative photos and went there after getting off the carnival ride*). The crew may transmat into orbit onto the ship, or reverse the teleporter to bring the cybership to the music festival grounds (by overriding their transmat and materializing the whole ship there, which will make bystanders think it is an amazing concert stage show!).

The Cybermen have been collecting young adults for cyber-conversion. The music festival and the photo booth were a perfect cover for the mass disappearances. The Inspector and his crew (or other TARDIS travelers) can either rally UNIT to board the cybership via transmat and defeat the Cybermen; or if the cybership is brought to Earth, have UNIT join the crew in stopping the Cybermen. The Cybermen can be defeated through military means. Other options are to stop them through the use of gold, which plates the Cybermen's chest units and prevents them from breathing. Gold can be found at the trinket and jewelry stands at the festival in the shape of necklaces, earrings, bangles, belly button rings, and other jewelry. It is also possible for the Time Lord and their team to use the transmat to rescue the non-converted humans who were recently captured or to use the transmat to disrupt the Cybermen's operation once they have control of it (by removing the Cybermen's energy sources for instance). If all goes well, UNIT, with the help of the TARDIS crew, are able to defeat the Cybermen and save the non-converted humans all while the crowd thinks its just an elaborate laser light show and some of the best pyrotechnics at a concert they have ever seen!

Special thanks to John "The Inspector" Ridley for his artwork and the use of his character for this module write-up.

"KEEP THE PIECE" MODULE ON-LINE

Game Masters that are looking for more UNIT specific adventures can find this exciting module on-line for download. This is a great full length UNIT adventure, ready to play.

The description reads as:

The TARDIS lands in 1997 Jerusalem. Civil unrest and political and religious tension is on the rise in the city despite attempts to make peace in the region. Only the United Nations peacekeeping force has kept the area from exploding into violence. Archeologists uncover an alien artifact in the city ruins and every side wants to claim it for themselves. The United Nations Intelligence Taskforce (UNIT) is called in to investigate and to keep the peace. The TARDIS crew must assist UNIT in investigating the alien object and tracing its origins, while also preventing violence from erupting.

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http://homepages.bw.edu/~jcurtis/[module] EBTL-02 - Keep the Piece - 2nd printing - Doctor Who Classics 2 Version.pdf

MODULE: OPERATION: IVY

"Operation: Ivy" is a Doctor Who *adventure module set on Earth in 2009CE. The TARDIS crew assist UNIT in investigating a new form of plant life, only to discover not is all as it seems. This adventure module can be run with either a group featuring the Doctor and Donna, or another group of time travelling players.*

The UNIT team is called to the Sherving Royal Laboratories to support a scientific investigation (or the TARDIS arrives with an opportunity for the crew to support UNIT). On arrival, the team is stopped by UNIT security personnel (they are wearing gloves and have protective gas masks at their sides (but not yet worn)). The team is taken to the headquarters where they meet the UNIT officer in charge, Captain Erisa Magambo.

CPT Magambo will then brief the team. It turns out that recently a meteorite hit the earth, and UNIT was called in to investigate after a number of animals in the area started to die. A UNIT science team recovered the asteroid and discovered that it in fact contained some extraterrestrial bacteria. The meteorite was brought to Sherving Royal Laboratories for investigation. Everything seemed under control. But then things went strange two days later. The animals which had died at the meteorite site were suddenly alive again. This immediately was worthy of investigation by UNIT for the applications of this sort of biotechnology are limitless, but only if it really is safe.

The meeting is interrupted by a UNIT sergeant who reports that there is a problem. One of the UNIT personnel, Private Tanya "Ivy" Dawson, has been attacked and killed by one of the animals that came back to life. The animals themselves have become aggressive and dangerous. In turn the team rush to the animal wing of the laboratory. The numerous mammals that were collected from the meteorite crash site have become aggressive and dangerous. As the team reaches the lab, the animals are chewing at the cages right through the metal in an attempt to get free. Already one other UNIT soldier has been attacked and injured by a lose squirrel. The team needs to control the situation and restrain the animals by either killing or capturing them. (*GM NOTE: if scratched or bitten, the characters become infected by the alien bacteria and are in race against time explained hereafter*).

After the animals are subdued, the team is introduced to UNIT's scientific advisor on the scene, Dr. Malcolm Taylor, a flighty and bumbling genius who explains what he has learned. The meteorite contained an alien life form that attacks the nervous system of mammalian creatures. The life form spreads similar to the rabies infection through contact with the lifeform as through saliva or a cut or scratch (*GM NOTE: the animals were not in fact dead, but were affected by the lifeform creating similar symptoms*). Malcolm has not yet figured out how to stop

CPT MAGAMBO EXPLAINS THE SITUATION

DR. MALCOLM TAYLOR HAS SOME THEORIES

the virus and asks for the player's help in finding a solution. Science related characters have a chance to do research with Malcolm (and any characters who have been harmed are now in a race against the clock).

Meanwhile, it is learned that Private "Ivy" Dawson has escaped the laboratory. The guard watching her informs the team that she said that she wants to return home to be with her husband. The guard himself must be quarantined as he has been hit by Ivy and is bleeding (and in turn is also infected). Anyone who draws blood has the chance to spread the alien life form infection.

The adventure continues with two main missions that the player's must accomplish. The first team must track down Ivy as she mindlessly goes to see her husband one last time. Fortunately the infected Ivy is driven by her memories of her positive relationship and does not try to infect anyone else (though the team most likely will have to take anyone who has had contact with her into custody). But her control level is starting to deteriorate. The capture of Ivy becomes a race against time, and Ivy will elude the characters and also fight them if necessary until she can reach her husband. Once doing so causes her to kiss him and transmit the infection—which he will want to further spread to his mistress, causing a further chase. It is early enough in the spread of the life form that the UNIT team can stop the infection of going out of control, but if they fail to do so the consequences are severe.

The second team must help Dr. Taylor find a cure for the alien infection. As it turns out the alien life form remains dormant in the cold of space, and animates with the heat of reentry. The life form also looks for warm places (like mammals) to live and takes over their nervous systems to control them. The infected can be put in cryogenics to lower their body temperature. If another heat source which is warmer is nearby the cryogenically frozen body, the alien life form will exit the body in the form of a green moss-like slime. Once isolated the life form can be destroyed by rapidly cooling it (by using liquid nitrogen for example) and then smashing the frozen form, which disrupts the life forms cellular structure permanently destroying it.

Once captured, Ivy and any other infected can be brought to the Sherving Royal Lab and placed in cryogenics, frozen until the life form can be coaxed out of its host and destroyed. Any infected that are rescued will regain their consciousness after a 24 hour coma and return to their normal lives, with no memory of what happened. The players can choose to tell Ivy of her husband's mistress, which may continue the module's complications if the GM or players wish to pursue this complication. In the end, the UNIT team can isolate the life form and save the day.

THE UNIT TEAM IS SENT OUT TO FIND IVY

CPT MAGAMBO OVERSEEING THE TEAM

MILITARY PHONETIC ALPHABET

Letter	Code word	Pronunciation
A	Alpha	AL-fah
B	Bravo	BRAH-voh
C	Charlie	CHAR-lee
D	Delta	DEL-tah
E	Echo	EKK-oh
F	Foxtrot	FOKS-trot
G	Golf	Golf
H	Hotel	HO-tell
I	India	IN-dee-ah
J	Juliet	JEW-lee-ett
K	Kilo	KEY-loh
L	Lima	LEE-mah
M	Mike	Mike
N	November	NOH-vem-ber
O	Oscar	OSS-cah
P	Papa	PAH-pah
Q	Quebec	Keh-BECK
R	Romeo	ROW-me-oh
S	Sierra	See-AIR-ah
T	Tango	TANG-go
U	Uniform	YOU-nee-form
V	Victor	VIK-ter
W	Whiskey	WISS-key
X	X-ray	EKS-ray
Y	Yankee	YANG-kee
Z	Zulu	ZOO-loo

The military uses a phonetic alphabet when communicating by radio, land line, or even video. When individual letters or digits need to be spelled out for clarity this alphabet is used. None of the words sounds like another for precision. After all, the difference between the letter "O' and the number "0" can be the difference between life or death on the battlefield, so clarity is very important.

The modern military has advanced encrypted communications, but many important communications are still manually coded as well to prevent the enemy from learning the information. Code words and call signs are often used including shortened codes (such as "Greyhound One") in certain circumstances.

Likewise, certain covert missions may use alternate codes and languages to disguise who is operating. However these given codes are the standard that UNIT (and NATO) uses.

Digit	Code word	Pronunciation
0	Zero	ZE-ro
1	One	WUN
2	Two	TOO
3	Tree	TREE
4	Four	FOW-er
5	Fife	FIFE
6	Six	SIX
7	Seven	SEV-en
8	Eight	AIT
9	Niner	NIN-er
100	Hundred	HUN-dred
1000	Tousand	Tou-SAND
. (decimal point)	Daycimal	DAY-see-mal
.	Stop	STOP

BEYOND UNIT

Soldiers, scientists, and medical personnel that serve with UNIT are often very loyal and stay with the organization for many years. The specialized training and knowledge that these troops acquire usually makes their superiors work hard to retain the services of these troops. But there comes a time that some UNIT personnel leave the organization. Sadly, some of UNIT's brave men and women die in the line of duty. But what becomes of the other brave soldiers who find themselves at the end of their service?

Unfortunately, some UNIT soldiers find themselves at odds with the official mission of the organization. Captain Mike Yates was won over to the wrong side when on duty for UNIT, and was eventually courts martialed and removed from service. But Mike went on to serve mankind. When trying to reinvent himself by studying Buddhism, Mike uncovered a dangerous extraterrestrial plot, and worked hard by contacting Sarah Jane Smith, to get UNIT to investigate the problem. Mike's reappearance in UNIT uniform in "Dimensions in Time" may imply that he was reinstated for his heroic efforts.

Some UNIT personnel move on to other service. This could be returning to standard military service in the army of their own country after their UNIT tour has finished. If leaving the service, some UNIT personnel may join other government agencies as well, lending their knowledge and expertise to other parts of civil service. It is quite possible that some personnel, such as Martha Jones, who was assigned to liaise with them while still active in UNIT, might find themselves working within Torchwood as a member of a Torchwood team. Because Torchwood has a similar mission, former UNIT soldiers might be perfect targets for recruitment to help the team. After Captain Jack Harkness rebuilt Torchwood into a benevolent organization in memory of the Doctor, Torchwood's mission was positive and willing to work as a partner with UNIT rather than an organization at odds with it.

Martha Smith-Jones herself left UNIT service when she got married and joined her new husband, Mickey Smith, as an independent operator. Seemingly unconnected to UNIT or Torchwood, some former UNIT members may decide to form their own security teams that help people. Just like Sarah Jane Smith, having experience and contacts within UNIT sometimes assists an operative in accomplishing their own mission to help save the planet Earth.

Of Course, some UNIT personnel retire from service. Brigadier Lethbridge-Stewart became a teacher after his time in service, and Sergeant Benton became a used car salesman. But being retired does not mean that UNIT will not call one back into service due to the specialized knowledge or experience that one has. The Brigadier was pressed back to service a few times after retiring. In a way, one may never fully retire from UNIT. Protecting the planet is the UNIT way of life.

UNIT MEMBERS CAN WORK WITH TORCHWOOD, AND COULD JOIN THEM WHEN THEY LEAVE UNIT

SOME FORMER UNIT MEMBERS WORK AS CIVILIANS TO TRY TO MAKE UP FOR THEIR MISTAKES WHEN IN UNIT

SOME UNIT SOLDIERS ARE CALLED BACK TO SERVICE ASSISTING UNIT OR HELPING THEIR FRIENDS

UNIT PERSONNEL CAN GO INDEPENDENT SO THAT FEWER RESTRICTIONS ARE PLACED ON THEM

GAME MASTERING TIPS: ACTION SEQUENCES IN RPGs

Almost every role-playing adventure has some sort of action sequence in it, whether it is a chase, a fight, or some sort of confrontation that the players find themselves. Often this is because the villains or monsters threaten the heroes in some way, and the characters need to deal with the problem. Action sequences are often found at the climax of most adventures, and usually there are a few of them that are introduced through out the course of the story as it unfolds as well. The action sequences serve as a build up of the main threat, and also as the moment when many resolutions to the plot have their make or break moment. Making the most of your action sequences can help Game Masters create a fulfilling and exciting adventures.

Many GMs of the various *Doctor Who* RPGs often misunderstand the formula of the game (or even the *Doctor Who* TV series). We've seen too many GMs that have shied away from action sequences in their adventures, believing that the point of *Doctor Who* as a series is to resolve the threats at hand without the need for action or violence. They have obviously missed the point (and forgotten about practically every UNIT adventure as an example). The point behind the Doctor's philosophy is not to avoid all violence, but to use it only when necessary and then only as little as is needed. The point is that the Doctor tries to avoid the use of weapons until he has no other options (though he *does* use them on occasion), and he will always opt for a clever solution rather than one that uses brute force if it is possible. This does not mean that there is not action in his adventures. Whether it means the Doctor uses his sonic screwdriver to explode landmines to repel a Sea Devil attack, or that the Doctor threatens the use of anti-plastic to stop the Autons (and later to have Rose hit it into the Nestene Intelligence), *Doctor Who* adventures should be full of action.

But action comprises not only combat or other fighting, but also a number of other exciting and physical moments in an adventure in which the tensions is built up and the solution is critical for the characters. In our

POINTS TO CONSIDER

The following are some items that GMs should consider when running an action sequence:

- **Be fair.** Action sequences are often the life or death moments for some characters as combat usually happens. GMs need to make sure these potentially character harming moments are played evenly and without unfair preference. Roll dice to see which character is the victim of an enemy's gunshot for example.

- GMs should remember that **action sequences are not only combat**, but also include chases (such as when the characters run away from or pursue someone), sequences where the players are searching or hiding from someone, athletic competitions, races, and other physical conflicts.

- **Establish initiative** when beginning action sequences. Determine if someone has surprise and can act first. After any advantage of surprise, roll for the order in which players can act. Some GMs prefer to keep that order through the whole action sequence, others roll each turn.

- **Action sequences compress time**. That means that it only takes about one second to have a character shoot their gun three times. Be aware that other (non-combat) actions take longer. GMs need to balance the time of the combat characters and those making other actions as well. Allowing other helpful actions should be allowed but watch the time.

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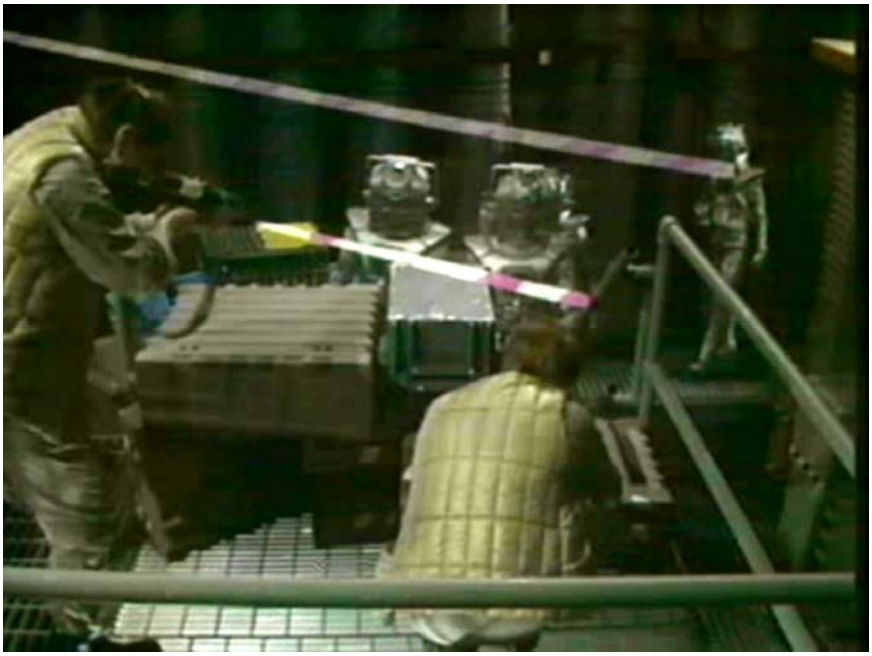
CHASES ARE EXCITING ACTION SEQUENCES



COMBAT SEQUENCES ARE OBVIOUSLY ACTION

side bar, we give numerous points that GMs should consider when using or ruling on an action sequence. But the general point is that action sequences should ramp up the fun and danger factor in the game. They are often the critical moments when the story branches in one direction or another due to the success of failure of the sequence. In other words, the results of the action is a turning point in many narratives.

Action sequences themselves therefore need to have consequences and a good Game Master will make sure that however the gamers choose to play the scene that the GM has ideas in mind on what is going to happen. If the players have the chance to prevent the Cybermen from cyber-converting the NPCs, then the players must also have the chance to fail and lose their friends to their ineffectiveness. Having numerous possibilities to what may happen makes the action sequences more important in the flow of the story. Having the GM announce what might happen one way or another also brings extra tension to the sequence before the rolls are made.

Actions sequences must be built up to as well, and creating tension or the possibility of danger is important to setting the right tone for the action. Having the characters discover that there are Daleks heading towards their room gives them a turn to prepare for the combat or escape that might follow. This builds the importance of the scene and also gives the players a chance to mentally prepare before the action unfolds. That's not to say that surprises cannot happen and that the players should not be thrown into a high paced chase or fight scene, but this should be done sparingly or the surprise loses its true effect.

GMs and players also need to remember that actions sequences are not only fight scenes. Chase sequences, sporting events, interparty conflicts, and even cooking can be action sequences. Cooking? Yes, cooking. Think of it just as in the TV

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● **Limit "Time Hogs"** (players that try to do more things than they should in the time-compressed action turns). For example someone who "says "I shoot, then duck and open my phone to call the others and tell them that there are Cybermen, and then I run to the safety of the other room" rather than just "I shoot then duck".

● GM's should **use cinematic action.** Allow characters to do exciting and somewhat over-the-top maneuvers, such as shooting while rolling across the floor. Action sequences should be exciting, but still reasonably realistic.

● **Allow called shots,** but make sure that the appropriate negative modifiers are used to make them a touch more difficult.

● GMs should **use descriptive cut-aways.** Even if the characters are not seeing certain action, letting them know what is happening elsewhere can raises the stakes or make the sequence a bit comedic. For example: "As the Daleks move toward you readying their weapons, the scene cuts to your other team member who is still holding the elevator five rooms back. All he can hear is the elevator music playing and he is whistling along. Cutting back, you hear the deadly cry of "Exterminate!!!" as the Daleks fire their weapons."

● Choose solid descriptive adjectives, but **do not slow down the game with overly detailed descriptions**. You can lose the momentum of the scene, so its better to give the important info, and let the players picture the details in their heads. Give them just enough that they can picture it vividly. For example "The Dalek blasts hits Mickey who glows negative and you can see his skeleton."

● **Ensure that the monsters of villains have a "big" moment in combat too**, such as the appearance of a boss or the employing a big weapon that is a threat to the characters. Example: "Most of the Daleks are dead, but reinforcements arrive and this time they are lead with the heavily armored and big gunned Special Weapons Dalek!"

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● **Adapt the action sequence as necessary**. If an action sequence is too easy give the villains some reinforcements. If it is too hard, have the villains do some other actions (such as radioing for reinforcements, starting other work because they do not perceive the characters as a threat, or withdrawing some of their forces for other reasons).

● **Action sequences need breaks and lulls too.** These short pauses allow characters to get medical help, reorganize, rally their troops, or even make some new plans. Action and combat are not non-stop. There are pauses and short breaks like in a soccer match.

● **Use the occasional red herring.** Every now and then things should happen that might throw the characters (or the villains) off. Perhaps a random NPC walks into the battle not realizing what is going on. Players may be confused and think it is part of the plot, or perhaps the GM uses this to give the players a break from being attacked as the villains turn on this innocent person (giving the players a slight advantage).

● **Use cinematic descriptions of some critical moments.** Critical moments deserve a bit more time. Perhaps when the particularly difficult Special Weapons Dalek is killed the GM describes the action in an unusual cinematic way. For example as a slow motion sequence, or panning around the explosion and scene as it happens, or following the flight of the arrow through the air and into the eye stalk. The trick to this is to describe techniques seen in films that give gravity to the moment and its follow up. It's OK to be a bit more descriptive when a big moment happens. Example: "Hal the Archer shoot the arrow, which we see from it's point of view fly through the air, and as the Sontaran seemingly grows larger the point find its mark in the Sontaran's probic vent. The Sontaran convulses and vomits green fluid, before he collapses in a helplessly defeated ball of dead flesh."

● **Minimize Metagaming.** For example, do not always write hitpoints of the monsters on the board so the players go for the weak villains.

CRASHES ARE ACTION SEQUENCES

show *Iron Chef*, where the contestants need to quickly put together a meal effectively. They are working against the clock and in are in a competition. If something needs to be done by the characters that is critical to the success of the adventure and involves them doing something physical, then it basically becomes an action scene.

Urgency and scale are important factors to making action scenes enjoyable. A player having to work fast, and make numerous rolls when defusing a bomb is an excellent example. By describing the numbers that are ticking down as the character tries to stop the countdown, the GM adds urgency and excitement to the game. Obviously the repercussions are enormous, there will be an explosion and the character will be seriously hurt or killed if they do not accomplish their task. This is an example of appropriate scale. Action sequences should build up during the course of an adventure. Perhaps the first encounter in an adventure with the cybermen features an attacking Cybermat that can be reasonably defeted as it is gathering intelligence for the Cybermen. In the second encounter the players see their first Cybermen who attacks them, in the third encounter they are up against a force of six Cybermen who are sending radio signals into space, and at the climax of the adventure they learn that a ship with over a hundred Cybermen will be landing unless

SPORTING EVENTS CAN BE LIGHT-HEARTED ACTION MOMENTS

the characters are able to stop the threat. In the case of urgency and scale, there needs to be a proper build up, just as most of us are taught to structure a story when learning writing in school.

GMs should be quick to remember that just about any task can become an action sequence. Say that both Nyssa and Tegan, who share a room on the TARDIS, wake up at the same time. They both want to get to the bathroom first to get ready for the day and get dressed. A savvy GM may make the players who are controlling the characters make rolls, and turn the race to the bathroom into a lighthearted and fun sequence. Perhaps Nyssa sprints to the door, but then Tegan tries pulling the rug out from under her, and so forth. This sort of interaction creates a lighthearted mood and also helps build the personalities of the characters too. Action sequences can be fun, and also comedic. They do not always have to be serious or dangerous.

Most players like the action in an adventure module, as this is when they can put their characters into the danger that they would most likely avoid in real life (rarely do two women actually fight to see who can get to the bathroom first, as much as they might want to). And when in such danger, the players usually want it to be fantastical and amazing. The best Game Masters tend to describe their action sequences in a cinematic style that helps the players picture the action in their heads. However, there is a fine balance between describing the scene enough, but without over-explaining the details. Let the players explain their actions, and as a GM make sure that you describe the resulting effect in great language that is riddled in adjectives. The more exciting and vivid, the more the players can picture it in their minds eye, and the more enthralling the scene becomes. Don't overdo it though or you could lose the exciting pace you've built up around what is happening. Others at the table want to act and get into what is happening. Be conscious of this when GMing.

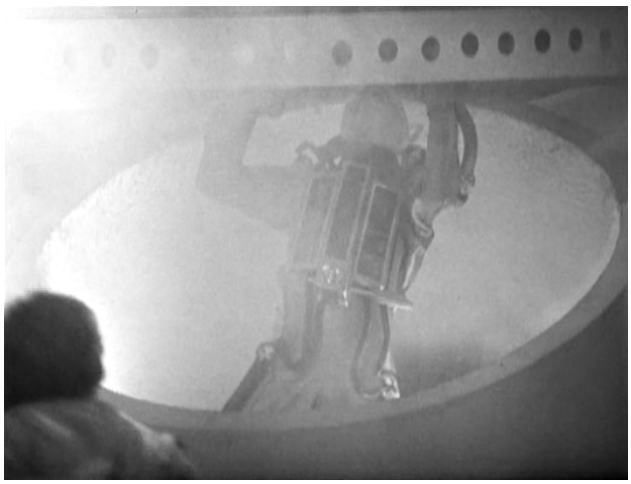
The Doctor's playing cricket in "Black Orchid" or soccer in "The Lodger" are also fun and competitive action sequences. Sporting events, contest, rivalries, and challenges can all be action sequences of one sort or another. But likewise, they do not always have to be. These sequences can simply be resolved with a single die roll, and the plot can move on. Likewise chases and combat can be resolved quickly as well, and then that part of the story does not become an action scene.

The trick is for a GM to become experienced enough to read the signs of when players want some action. If a player is asking to make a roll to see if they can accomplish something, odds are they are looking for a bit of excitement and it may be time to ensure that your plot has some action and excitement in it.

Action sequences are some of the most fun and rewarding for the player characters. They want that taste of excitement. A solid Game Master makes sure that there is some sort of action and excitement in each game and adventure they play and often numerous such experiences. A little planning and consideration and most players will get swept up in the action of your game.

RUNNING THROUGH CORRIDORS CAN BE ACTION-PACKED

GETTING TO THE TARDIS AS WELL



ESCAPING VILLAINS IS FULL OF ACTION TOO

INTER-PARTY CONFLICT CAN BE FULL OF ACTION AND LAUGHS

WHEN THE GAME GETS EXCITING…

…THE STAKES AND TENSIONS RUN HIGH

GAME MASTERING TIPS: ARGUMENTS ABOUT COMBAT HAPPEN

When a game gets into a particularly exciting or critical action sequence and the stakes are high and the tension is thick, we find the most in game arguments happen at these times between players and Game Masters. There are numerous reasons that these arguments occur. Let's take a quick look.

We've seen it all. Players that intend to do the impossible: such as swinging on a rope from the second to the third floor of a balcony by simply pushing off; or throwing a grenade to the *far* side of a ten foot square room (closet) in the hopes of not hitting friendly characters. Often players in the heat of the moment think they can accomplish something that really has only a small chance of working if not being truly impossible. Very often arguments happen at the game table during these moments because the player's solution is critical to their, or their teammates, survival in a combat situation. Players want things to go well and their perception is often clouded by the cinematics that they have often seen on TV or the movies. This usually results in an argument between the GM and the players. But there are ways to manage these sorts of disagreements.

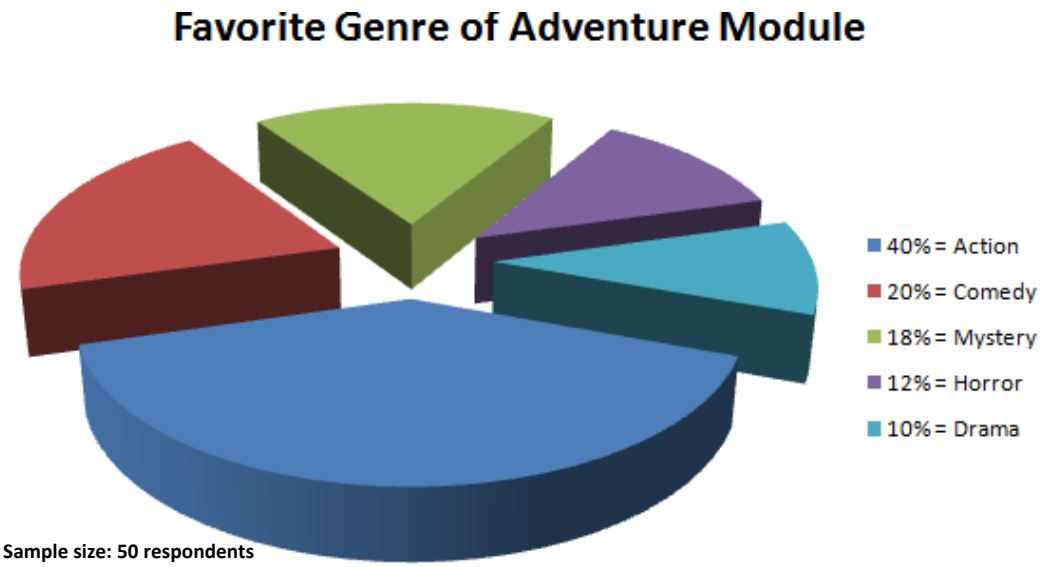
Often disagreements happen because a player announces their action and then rolls the dice before the GM can say anything. This is, of course, a player faux pas. As a GM, if this happens, quickly halt the action, and then say that the dice roll does not count. Then reiterate the situation first (establishing exactly what the circumstances are) *before* asking the player exactly what their character's actions will be. This helps establish the context as the baseline, and not the action the player hopes to make. Then after the explanation of the character's action, if there is a disconnect, the GM and the player can talk out the details (ex. "It is physically impossible for a person to swing from the 2nd to the 3rd floor if the rope is attached at the 3rd floor, as the rope would slide away as the person approached that height"). It's OK for such a discussion to take place, but a GM must maintain their cool, and be fair in their assessment as the situation is determined. The GM has the final say in the situation, but giving players a chance to talk out the situation may avert a lot of arguments before making the critical die roll.

Fortunately, in the *Doctor Who—Adventures in Time and Space* RPG system the idea of "Story Points" allows the GM or players the chance to use their points to do some fantastical or difficult actions. Requiring a player to use story points in such moments is an excellent way for a GM to avoid an argument but to make the player give-up something to do their action.

Not all arguments in combat situations can be avoided, but reestablishing the baseline of the situation and requiring the use of story points can help.

GAMER POLL: FAVORITE GENRE OF ADVENTURE MODULE

We put the question to our readers "What if your favorite genre of Adventure Module (action, mystery, drama, horror, or comedy)?" and these were the results. Appropriate for our U.N.I.T. Special Issue, action style modules came in at the top of the list. It seems that the majority of *Doctor Who* RPG players want some conflict with the baddies which they show down with. Second on the poll was modules that featured comedy. Not surprising—and comedy can come in many forms in a game. Some like subtle one-liners while others prefer the whole adventure to be absurd. The brilliance of the Whoverse is that you can run a completely absurd adventure and set it in an alternate universe just like the story "The Mind Robber", giving the players lots of laughs and adventure along the way. Mystery adventures came third in the poll, so GMs should try to work in problem solving adventures regularly. Fourth was horror style adventures with one respondent saying "Importing *Call of Cthulhu* modules into a campaign is always fun!". Last in the poll were drama adventures, those these seemed to rate higher with the more experienced gamers. One commented, "The interaction of the characters becomes more interesting every time we play". In a good campaign there is a mix of different adventure styles to engage the interests of all the players.



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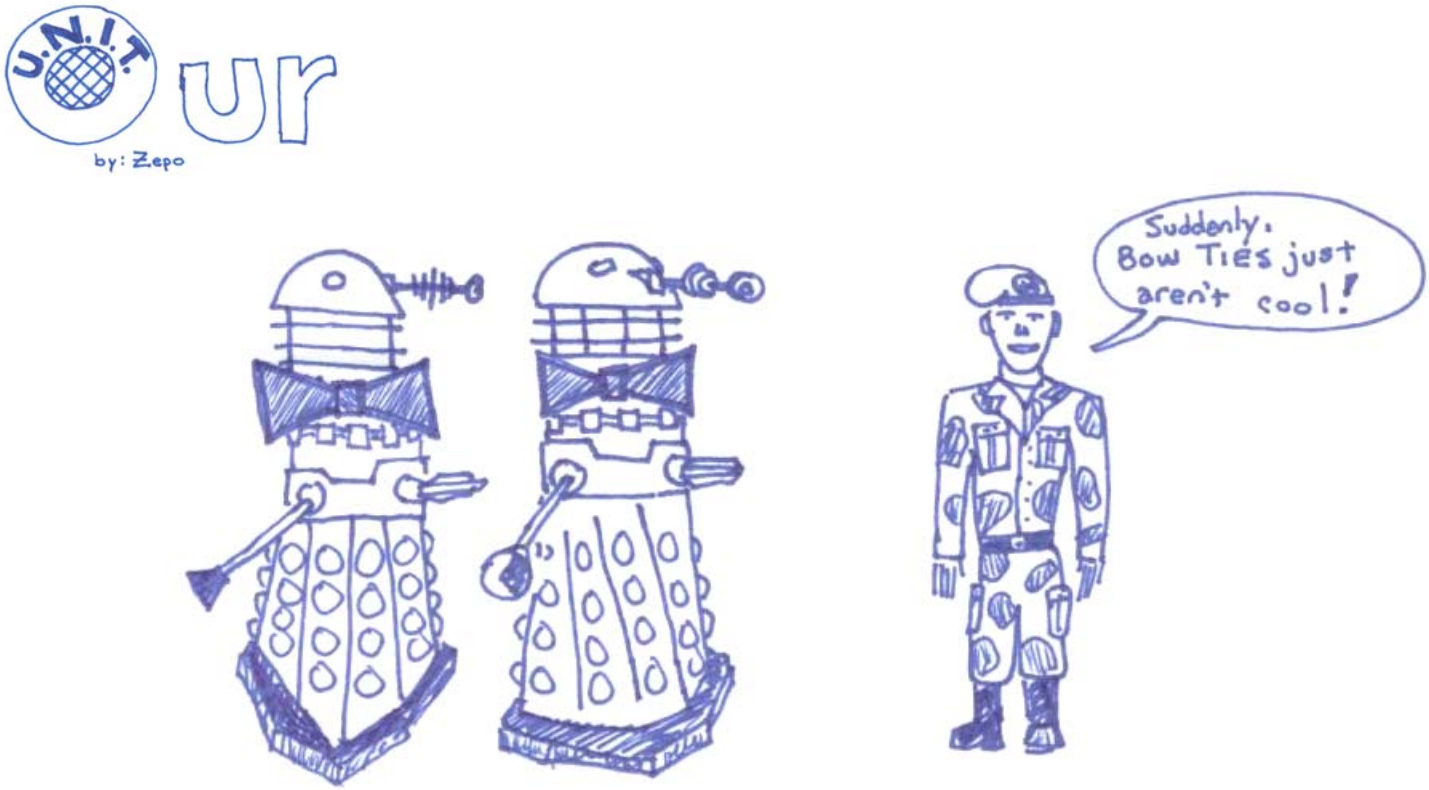

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DIARY OF THE DOCTOR WHO ROLE-PLAYING GAMES

NEXT ISSUE:

MORE ADVENTURE MODULES - GENCON INDY EVENT REPORT
REVISED FASA COMPANION STATS - RANDOM ADVENTURE MATRIX
and More....

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